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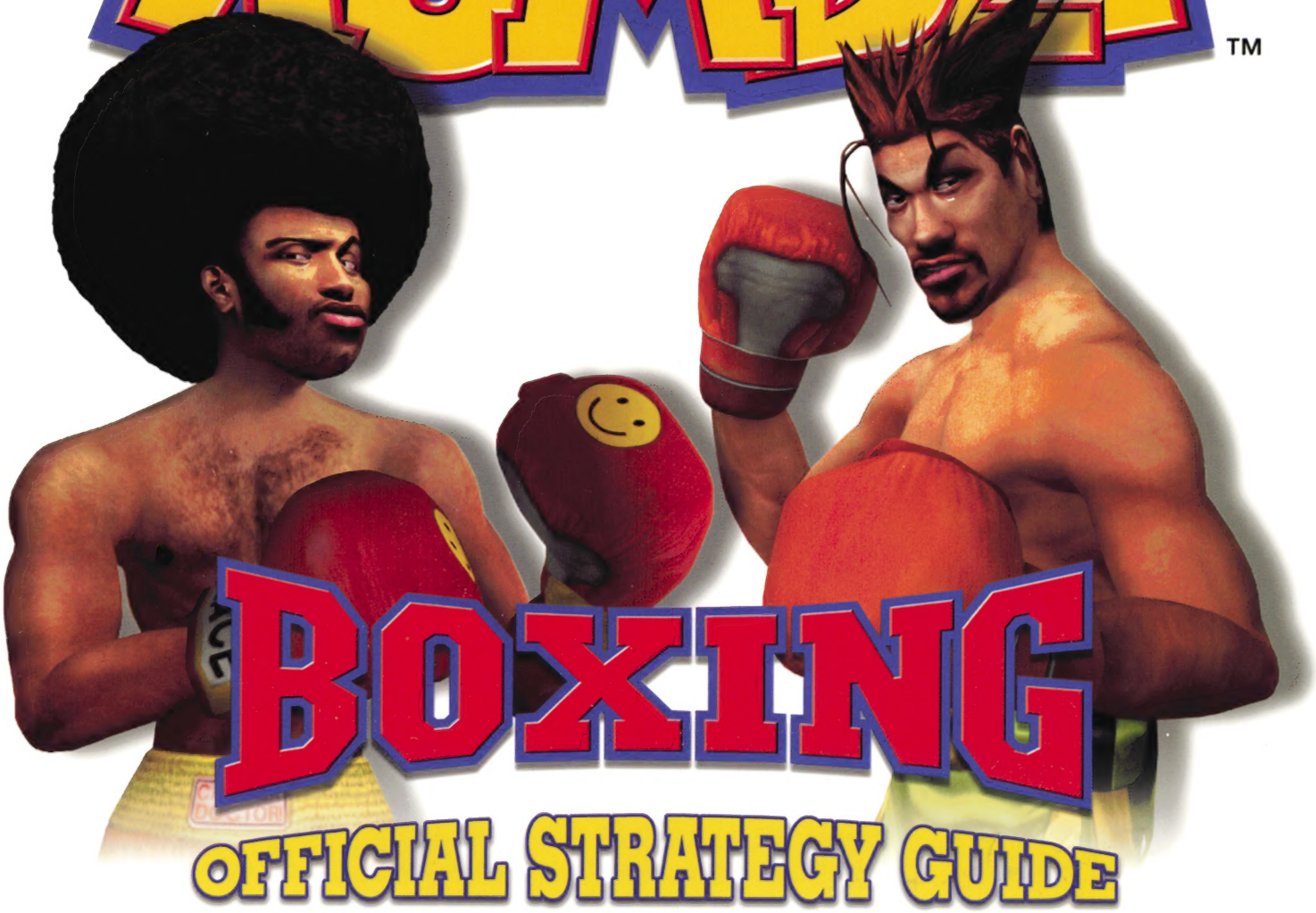
READY 2 RUMBLE™



BOXING

OFFICIAL STRATEGY GUIDE

TEEN T AGES 13+ CONTENT RATED BY ESRB

This game has received the following rating from the ESRB.

MIDWAY®

SEGA DREAMCAST™

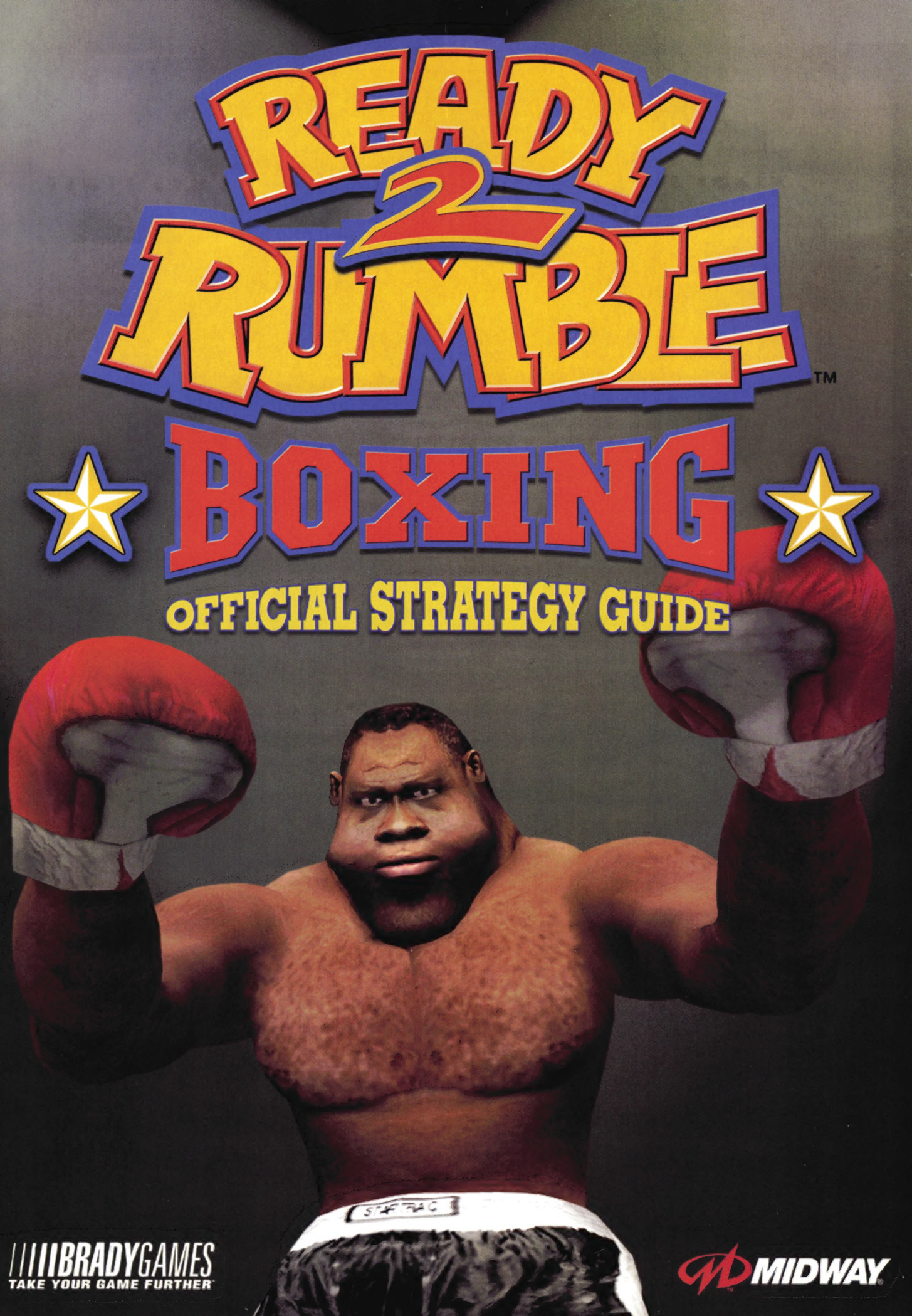
PLAYSTATION® GAME CONSOLE

NINTENDO 64®

★ ALL MOVES—ALL BOXERS ★

READY 2 RUMBLE™ BOXING

OFFICIAL STRATEGY GUIDE



BRADYGAMES
TAKE YOUR GAME FURTHER

MIDWAY

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READY 2 RUMBLE® BOXING OFFICIAL STRATEGY GUIDE

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INTRODUCTION

There's no way around this fact, people. The deal is simple: to win this game, you have to pummel your opponent. Such is the nature of boxing.

Ready 2 Rumble Boxing features 17 of the biggest, boldest, toughest boxers ever to hit the videogame scene, and they're ready to rumble. And how appropriate that the most known ring announcer in boxing is here to kick off every bout in the game. That's right — Michael "Let's get ready to rumble"® Buffer introduces every fighter in the game with his own genuine, energetic flair.

SET UP

In this book, we're assuming the options have been left untouched. Five rounds, three knockdowns, and 60 seconds per round. That's the rules we're going by. If these rules seem a little too tight, you can always go into the options menu and alter the rules to add more knockdowns, more time to each round, or more rounds to each bout.

STEP INTO THE RING

OFFENSE

But how do you actually throw a punch? The controller breaks it down: you've got four punch commands: Upper and lower right, and upper and lower left hand punches (four buttons total). Combine the use of the D-pad with the button and you can pull out even more moves like uppercuts, thrust punches, combos and more.

More interesting is the fact that you can hold down a punch button and move the pad to activate the many punches. If you just want to throw a flurry of Upper Left punches, just hold down the Left High punch button and move the D-pad up, down, left and right to pull them off.

RUMBLE MODE

As you throw punches, certain hits can land and award you a letter. Watch the bottom of the screen and listen for the audio cue — the letters R, U, M, B, L, and E will show up in sequence during the bout. The stronger the contact to your opponent, the more letters you're given. It's rare, but it's certainly possible to score a complete R-U-M-B-L-E with one throw of an arm. Normally, though, expect to receive only one or two letters in a powerful punch.

So, what does getting the dancing word RUMBLE in your corner of the screen actually net you? Well, press both block buttons at the same time and you will activate "Rumble Mode". For a few seconds, you can throw a flurry of quick punches, connecting with your opponent before he can have the opportunity to protect himself. Each character has their own Rumble Flurry, a massive combination of punches that's only available when your gloves are glowing a hot white. By pressing the Left Low and Right Low buttons together, you'll activate the Rumble Flurry. Hey, power is fleeting. That's okay, after the powertrip, you're free to accrue more letters to form R-U-M-B-L-E.

There are limits to getting R-U-M-B-L-E. First, the letters you earn in the round only stay in that round — once that bell rings and the next round starts, whatever you've earned gets reset to nothing. Which means, if you had a full R-U-M-B-L-E at the end of the round, you've lost it the moment the bell went "Ding!" So keep your eye on that clock, and use Rumble Mode when you can. Second, if you get knocked to the canvas, you will lose what you've earned. So try and keep your back off the floor, okay?

DEFENSE

What would boxing be without the ability to avoid being hit? You can press the appropriate button to put up a defense, or you can try to avoid punches entirely. If you press Block High and a direction, your boxer will sway. If you press Block Low and a direction, your boxer will dodge.

BLOCKING

	High	LOW
Dreamcast	TR	TL
N64	B	A
PSX	L2	L1

THE KNOCKDOWN

If you can manage to knock your opponent down three times within the five 60-second rounds, then you win. Just remember, fighters won't go down just any way. Each player has a power bar. Whittle it down from green to red with a series of punches to the head and torso. When there's no more red, the fighter goes down.

When your fighter is flat on the canvas, mash those punch buttons to get your energy up before the count of ten. Your fighter will get up on his or her own, but you will increase the amount of energy recovered by hitting the buttons.

If you've just knocked someone down, don't start with the celebration too quickly. You can give your fighter extra health by doing some button mashing as the referee administers the ten count to your opponent.

AFRO THUNDER

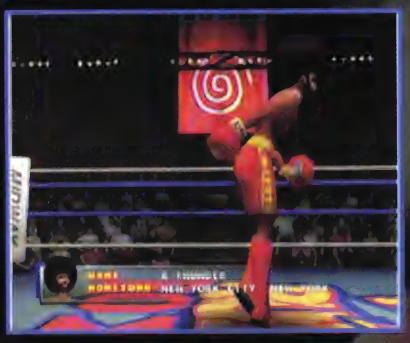
BIOGRAPHY

Hometown: New York City, New York	
Weight: 120 lbs	Height: 5'7"
Reach: 70"	Age: 27

Afro Thunder is obviously a stage name for this retired cab driver. Immensely agile and talented, he tried his hand at many careers before heeding his call to professional boxing. While not having the greatest record, he never fails to draw a huge crowd with his showmanship and trademark flair.

INTRODUCTION

"The Funkadelic, Boogie Bro, Afro Thunder!"



"It's time to dance, it's time to dance! Dance, sucka!"

"Light as a feather and fast as a locomotive."

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X

RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■

QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

DUCKING GUT PUNCH

Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LEFT LOW SWIPE

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

GUT JAB

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

RIGHT KIDNEY PUNCH

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

LEFT UPPERCUT

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

LEFT HOOK

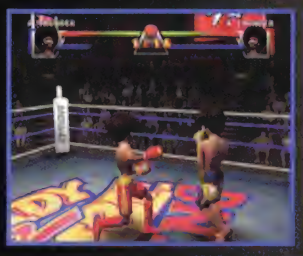
Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

RIGHT UPPERCUT

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

LEFT CHIN JAB

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲



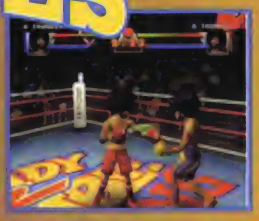
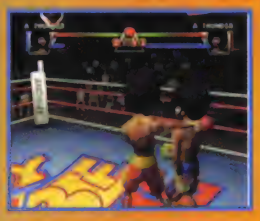
LEFT THRUST PUNCH

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

UPTEMPO

Dreamcast	X + X + X
N64	C-Left + C-Left + C-Left
PSX	■ + ■ + ■

THE SUPA STOOPID FUNKY PUNCH

Dreamcast	Back, Forward + Y
N64	Back, Forward + C-Up
PSX	Back, Forward + ▲

SUCKA PUNCH

Dreamcast	Up, Down + Y, Y, Y
N64	Up, Down + C-Up, C-Up, C-Up
PSX	Up, Down + ▲, ▲, ▲

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

TAUNTS

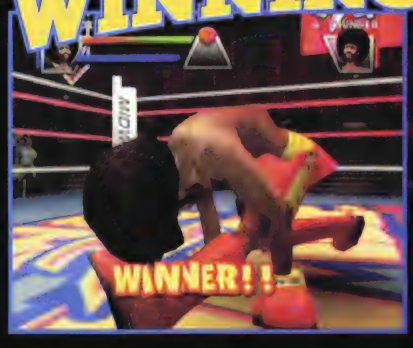
Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"I can't go on!"

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"Call the doctor!"

WINNING POSES



"Yeow!!!"

"Somebody better call the doctor!"

ANGEL RIVERA "RAGING"

BIOGRAPHY

Hometown: Monterrey, Mexico	
Weight: 155 lbs	Height: 5'9"
Reach: 71"	Age: 23

Angel is one of the toughest and most endearing boxers. Undefeated in the amateur circuit, he was known for adhering to the styles of boxing purists. His professional debut was no different and after swiftly earning his first championship belt, Angel lost it in his first title defense against a former classmate, the brutal Rocket Samchay. Puzzled by the new champ's unorthodox fighting method, Rivera abandons the confines of his traditionalistic techniques in exchange for a wilder more reckless path. Now fueled by revenge, he has little respect for those he must defeat in order to again face his nemesis.

INTRODUCTION

"Angel...Raging...
Rrrrrivera!"

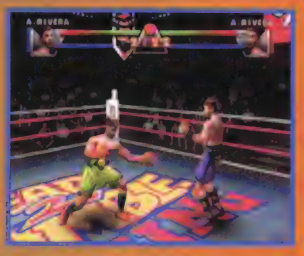
"Let's Rumble Holmes!"

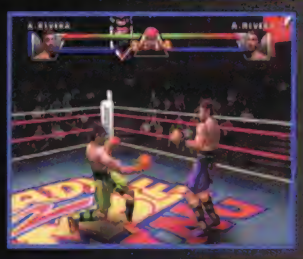
"You ain't got nothin'
on me, Holmes!"

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X



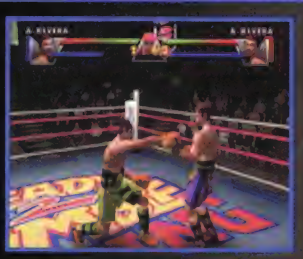


RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■



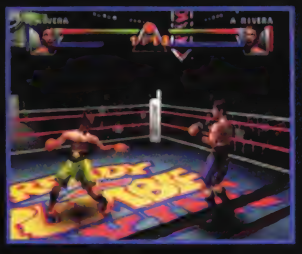
QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

ANGEL RIVERA "RAGING"

DUCKING LEFT PUNCH

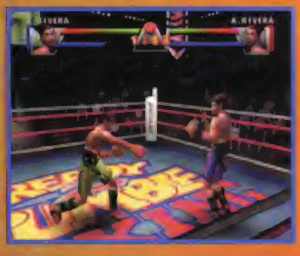
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X



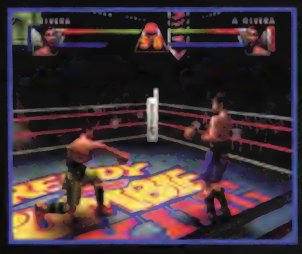
LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

DUCKING RIGHT PUNCH



Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●



DUCKING RIGHT HOOK

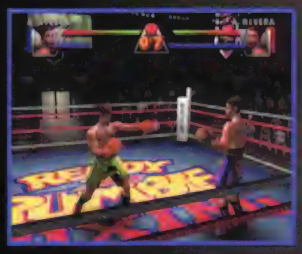
Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

QUICK LEFT JAB

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

LEFT UPPERCUT

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

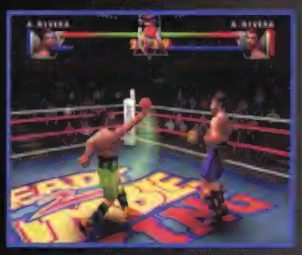


UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

HEAD BONK

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲



UPPERCUT

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

ANGEL RIVERA "RAGING"

SPECIAL MOVES

GHETTO BLASTER

Dreamcast	Back, Forward + X
N64	Back, Forward + C-Left
PSX	Back, Forward + ■

LOW RIDER

Dreamcast	Forward, Back + B
N64	Forward, Back + C-Right
PSX	Forward, Back + ●

CRUISIN

Dreamcast	Forward, Back + B, Forward + B, A, B
N64	Forward, Back + C-Right, Forward + C-Right, C-Down, C-Right
PSX	Forward, Back + ●, Forward + ●, X, ●

LAMBADA (AFTER CRUISIN)

Dreamcast	Back, Forward + X
N64	Back, Forward + C-Left
PSX	Back, Forward + ■

SALSA

Dreamcast	Forward + A, Back, Forward + X
N64	Forward + C-Down, Back, Forward + C-Left
PSX	Forward + X, Back, Forward + ■

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

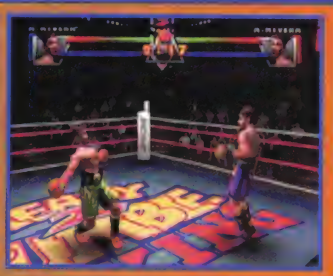
TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

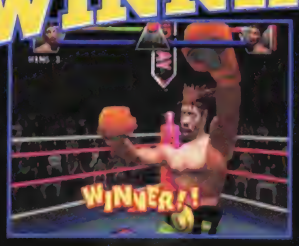
"I see they sent a boy out to do a man's job..."

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"Check me out!"

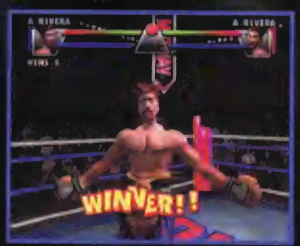


WINNING POSES



"I'm ready to conquer El Toro!"

"Whoa! What happened?"



WILLY JOHNSON "BIG"

BIOGRAPHY

Hometown: Chester, England	
Weight: 175 lbs	Height: 6'1"
Reach: 72"	Age: 108

Willy comes to us from the late 1800's where he was the undisputed fisticuffs champion. Brought to the present through a mysterious rift in time, he resurfaces among modern day gladiators in an attempt to remind the world where the sport originated. From a time where there were hardly any rules, no time limit, and little protection, Sir Johnson serves up a rowdy blast from the past.

INTRODUCTION

"Vicious Big Willy Johnson!"

"Let me show you something!"

"Let's get it on!"

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X

RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■

QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

DUCKING LEFT PUNCH

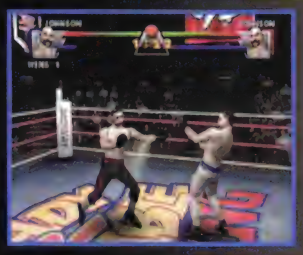
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

LOW RIGHT PUNCH

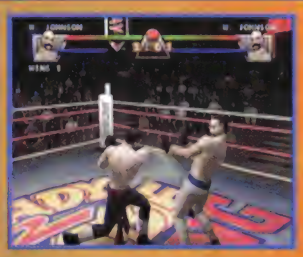
Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●



LEFT UPPERCUT

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

LOW RIGHT HOOK



Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

UPPER LEFT HOOK

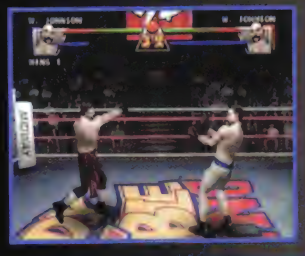
Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

DOWN THRUST

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

RIGHT THRUST

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲



RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

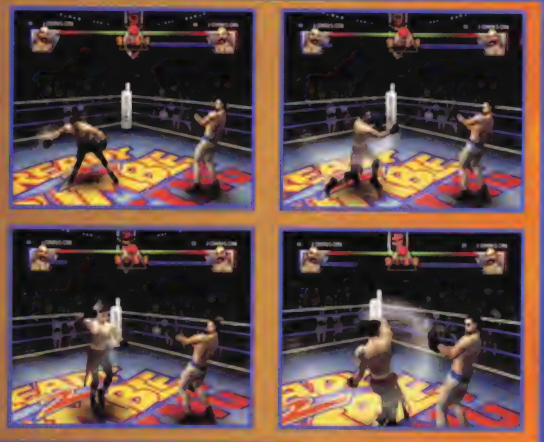
SPECIAL MOVES

CLOCKWORK

Dreamcast	Forward, Forward, Back + X
N64	Forward, Forward, Back + C-Left
PSX	Forward, Forward, Back + ■

TEA AND CRUMPETS

Dreamcast	Forward, Forward + Y
N64	Forward, Forward, Back + C-Up
PSX	Forward, Forward, Back + ▲



STEALING PROPS

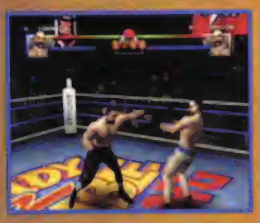
Dreamcast	Up/Down, Up/Down + X
N64	Up/Down, Up/Down + C-Left
PSX	Up/Down, Up/Down + ■

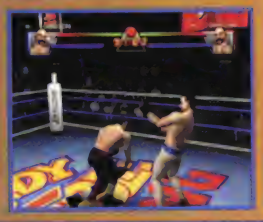
OLD SCHOOL

Dreamcast	Up/Down, Up/Down + X, A
N64	Up/Down, Up/Down + C-Left, C-Down
PSX	Up/Down, Up/Down + ■, X

TIME OUT

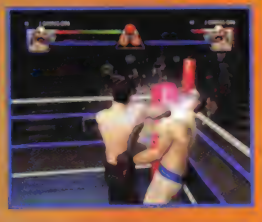
Dreamcast	Up/Down, Up/Down + X, X
N64	Up/Down, Up/Down + C-Left, C-Left
PSX	Up/Down, Up/Down + ■, ■





RUMBLE FLURRY

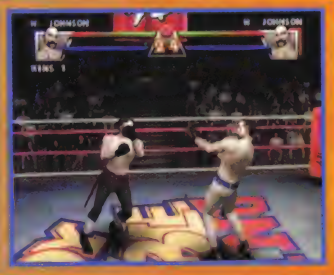
Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●



TAUNTS

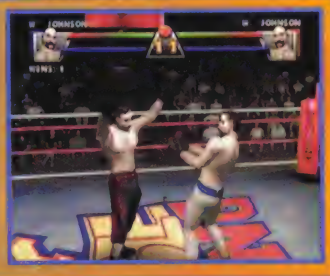
Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"Let me show you something!"

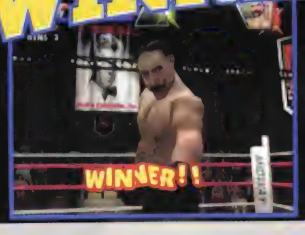


Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"You've got nothing left!"



WINNING POSES



"You've got nothin' left."

"I'm too good!"

BORIS KNOKIMOV "THE BEAR"

BIOGRAPHY

Hometown: Zagrev, Croatia	
Weight: 220 lbs	Height: 6' 3"
Reach: 73"	Age: 30

Boris is a folk hero in his country along with being a living legend all across Eastern Europe. He is arguably one of the most complete fighters in the circuit with both inside and outside attacks. With the support of the best Olympic coaches and gyms in Croatia, Boris trains intensely for every fight believing that he will never let his country down.

INTRODUCTION

"The Invincible, Boris the Bear Knokimov!"

"I have enhanced superior training."

"I will crush you!"

BASIC MOVES

LOW LEFT JAB

Dreamcast	N64	PSX
A	C-Down	X

LOW RIGHT JAB

Dreamcast	N64	PSX
B	C-Right	●

HIGH LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■

HIGH RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

BORIS KNOKIMOV "THE BEAR"

DUCKING LEFT PUNCH

Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

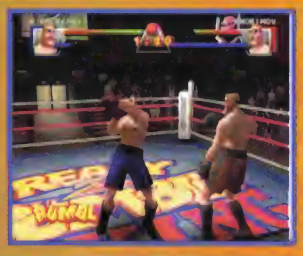
DUCKING RIGHT PUNCH

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

DUCKING RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

LEFT UPPERCUT



Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

QUICK LEFT JAB

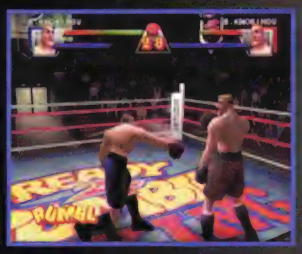
Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

SUPERIOR

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲



LUNGING RIGHT PUNCH

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

BORIS KNOKIMOV "THE BEAR"

SPECIAL MOVES

JUSTICE AXEL

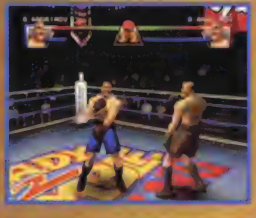
Dreamcast	Back, Forward + X
N64	Back, Forward + C-Left
PSX	Back, Forward + ■

REIGNING AXEL

Dreamcast	Forward, Back + Y
N64	Forward, Back + C-Up
PSX	Forward, Back + ▲

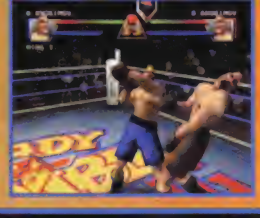
DIVIDING SHAKER

Dreamcast	Up/Down + X, Y
N64	Up/Down + C-Left, C-Up
PSX	Up/Down + Square, ▲



AXEL COMBO

Dreamcast	Forward, Back + Y, X, X
N64	Forward, Back + C-Up, C-Left, C-Left
PSX	Forward, Back + ▲, ■, ■

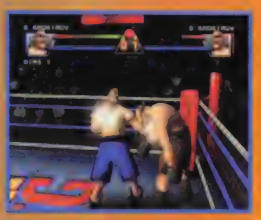


DELTA AXEL

Dreamcast	Forward + A, Y, X
N64	Forward + C-Down, C-Up, C-Left
PSX	Forward + X, ▲, ■

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●



TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"Game over!"

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"I feel no pain!"

WINNING POSES

"My superiority is revealed to the world!"

"I cannot be defeated."

BRUCE BLADE

BIOGRAPHY

Hometown: San Diego, California	
Weight: 243 lbs	Height: 6'5"
Reach: 78"	Age: 25

A skilled naval shipyard engineer and notorious ladies man, Bruce moonlights as a boxer in identity-shielding headgear. The added protection is also rumored to protect his dashing good looks and (not to mention) his over-inflated ego. New to professional boxing, his hit-and-run tactics might seem cowardly to some and have also caused critics to doubt his seriousness for the sport.

INTRODUCTION

"The Bruiser, Bruce Blade!"

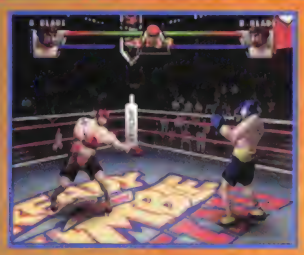
"Let's do this!"

"I own you!"

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X

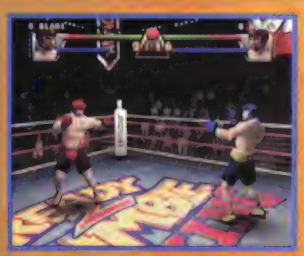


RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■



QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

THRUSTING LOW LEFT PUNCH

Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

LOW RIGHT PUNCH

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

LOW RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

UPPERCUT

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

DOWNWARD THRUST

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

THRUSTING RIGHT HOOK

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

CORKSCREW BLADE

Dreamcast	Back, Forward + X
N64	Back, Forward + C-Left
PSX	Back, Forward + ■

SIT DOWN

Dreamcast	Back, Back, Forward + Y
N64	Back, Back, Forward + C-Up
PSX	Back, Back, Forward + ▲

DISRESPECT

Dreamcast	Forward, Forward, Back, + Y
N64	Forward, Forward, Back, + C-Up
PSX	Forward, Forward, Back, + ▲

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

TAUNTS

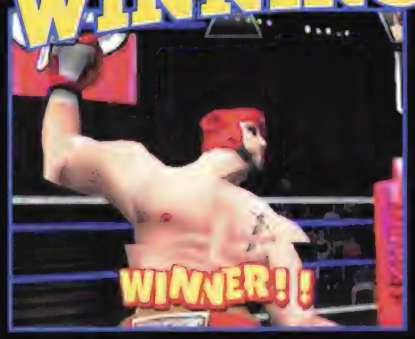
Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"Hit me here!"

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"You're pretty good!"

WINNING POSES



"I own you!"

BUTCHER BROWN

BIOGRAPHY

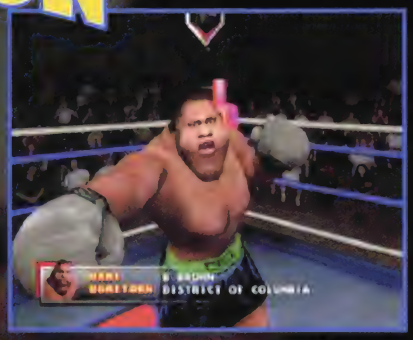
Hometown: District of Columbia	
Weight: 232 lbs	Height: 5' 9"
Reach: 82"	Age: 26

Butcher is a goofy, cocky boxer who was once the undisputed champion but lost it in a controversial bout with Boris Knokimov. After a leave of absence, and a long bout with personal turmoil and disillusionment, an inspiring relationship with the spiritual Kemo Claw reunites him with the sport that once made him famous. Armed with newfound confidence, Brown is now determined to not only reclaim his belt, but to unify the championships as well.

INTRODUCTION

"The Razor-sharp Butcher Brown!"

"Only a fool would get in the ring with me. You can't possibly beat me."

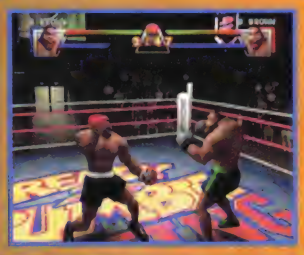


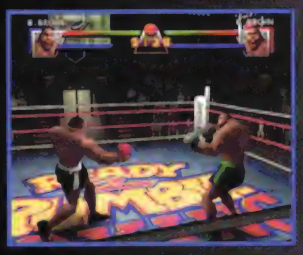
"You've got pain comin' now!"

BASIC MOVES

LOW LEFT JAB

Dreamcast	N64	PSX
A	C-Down	X



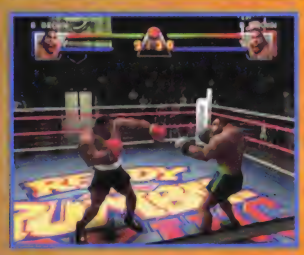


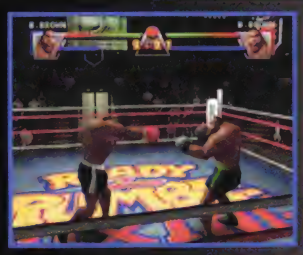
LOW RIGHT JAB

Dreamcast	N64	PSX
B	C-Right	●

HIGH LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■



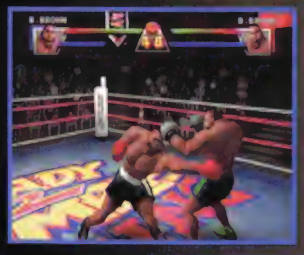


HIGH RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

DUCKING LEFT PUNCH

Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X



LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

DUCKING RIGHT PUNCH

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

DUCKING RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

BAD MANNERS

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

JUMPING LEFT JAB

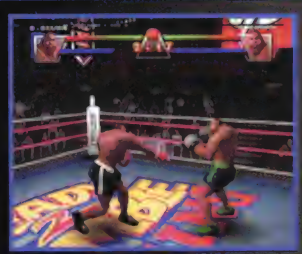
Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

BRUTE DISASTER

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲



LUNGING RIGHT PUNCH

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

DISASTER BLASTER

Dreamcast	Back + Y, X
N64	Back + C-Up, C-Left
PSX	Back + ▲, ■

SCRAPE THE GUTTER

Dreamcast	Y, X, X
N64	C-Up, C-Left, C-Left
PSX	▲, ■, ■

TOTAL DISRESPECT

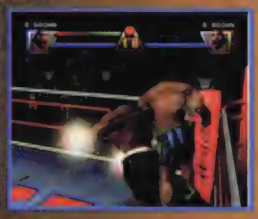
Dreamcast	Back + X, A, B
N64	Back + C-Left, C-Down, C-Right
PSX	Back + ■, X, ●

WILD RIDE

Dreamcast	Forward, Back, + Y
N64	Forward, Back, + C-Up
PSX	Forward, Back, + ▲

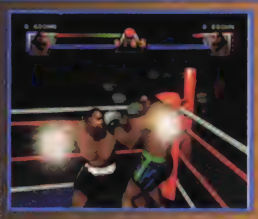
NO TURNING BACK (DURING RUMBLE MODE)

Dreamcast	Forward, Back + Y, X, Y
N64	Forward, Back + C-Up, C-Left, C-Up
PSX	Forward, Back + ▲, ■, ▲



RUMBLE FLURRY

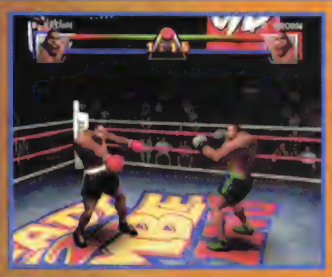
Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●



TAUNTS

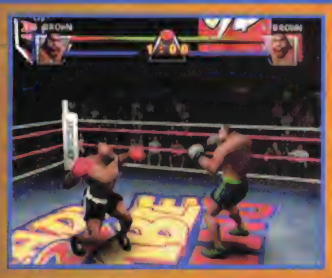
Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"You better put your money on me!"



Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"I'm angry now!"

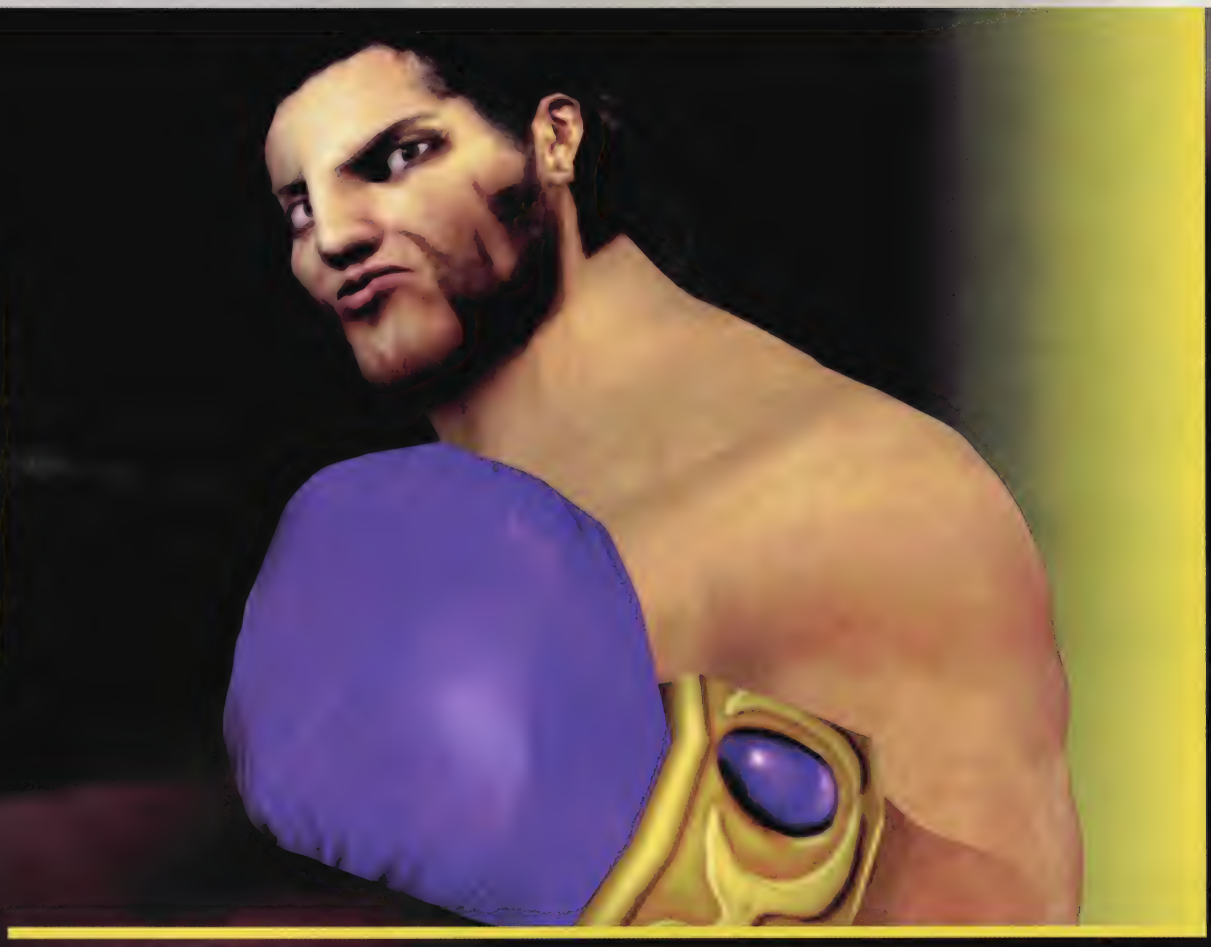


WINNING POSES

"Ha!"

"What, you thought I was gonna lose?"

FAZMOTAR "FURIOUS"



BIOGRAPHY

Hometown: Riyadh, Saudi Arabia	
Weight: 230 lbs	Height: 6'2"
Reach: 76"	Age: 28

The former bodyguard of a wealthy Middle Eastern entrepreneur, Faz comes to the ring with a gritty no-nonsense style. Fully backed by his wealthy benefactor, he is a cutting-edge specimen in the world of professional sports. Don't let the flashy garb fool you; he is dangerous both in and out of the ring.

INTRODUCTION

"The Hunk of the Harem,
Faz Motar"

"I can't lose!"

"Can you take it?"

BASIC MOVES

LEFT GUT JAB

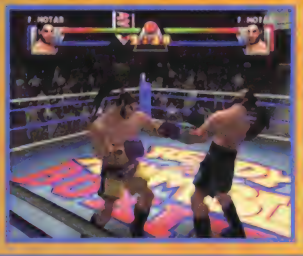
Dreamcast	N64	PSX
A	C-Down	X

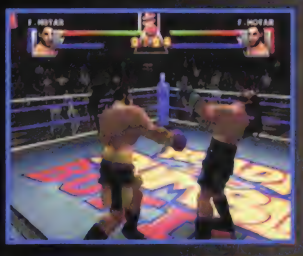
RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■





QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

DUCKING LEFT PUNCH

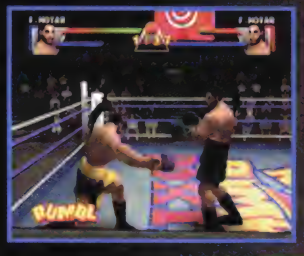
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

LOW RIGHT PUNCH

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●



LOW RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

LEFT UPPERCUT

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

LEFT JAB

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

HEAD BONK

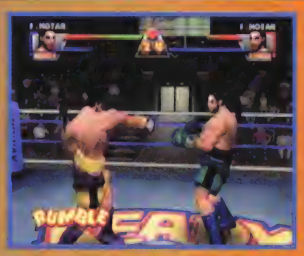
Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

RIGHT JAB

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RIGHT HOOK

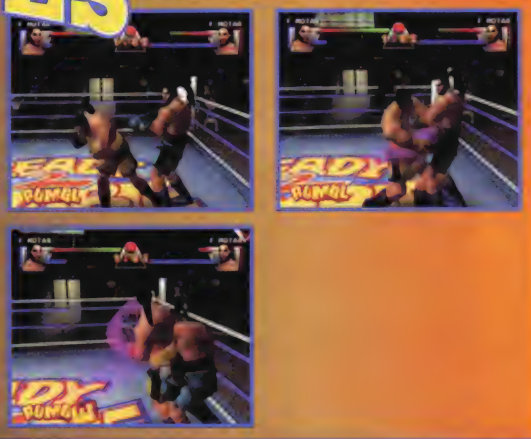
Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲



SPECIAL MOVES

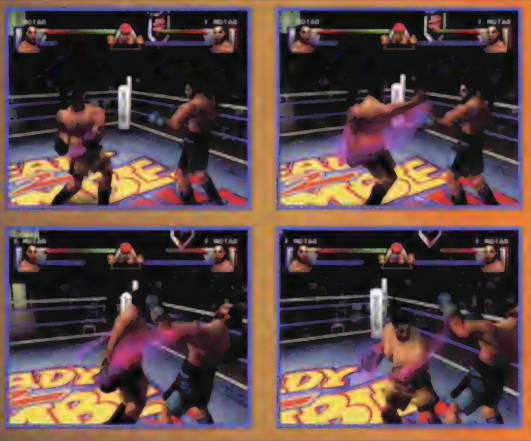
CRUISE MISSILE

Dreamcast	Forward, Forward + Y
N64	Forward, Forward + C-Up
PSX	Forward, Forward + ▲



URBAN ATTACK

Dreamcast	Up/Down, Up/Down + X
N64	Up/Down, Up/Down + C-Left
PSX	Up/Down, Up/Down + ■



WHIRLWIND

Dreamcast	Forward, Forward, Back + X
N64	Forward, Forward, Back + C-Left
PSX	Forward, Forward, Back + ■

OASIS

Dreamcast	Forward, Forward, Back + X, Forward + Y
N64	Forward, Forward, Back + C-Left, Forward + C-Up
PSX	Forward, Forward, Back + ■, Forward + ▲

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

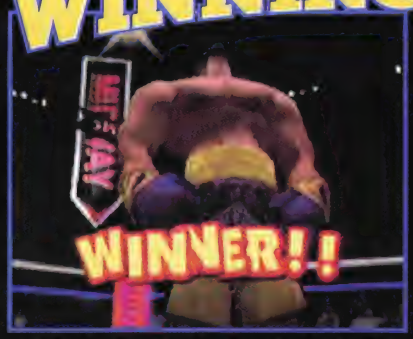
TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"I won't hurt you."

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

WINNING POSES



"Hahahahahahahah!"

JET CHIN "IRON"

BIOGRAPHY

Hometown: Taipei, Taiwan	
Weight: 150 lbs	Height: 5'8"
Reach: 78"	Age: 29

Jet once made a living as the stunt double for a famous Hong Kong movie star. After living in the shadow of his hero for many years, he makes his way to the ring to make a name for himself outside of the theatre. Being new to the sport, Jet's lethal brand of martial arts often overrides his traditional boxing training.

INTRODUCTION

"The Far East Feast,
Jet "Iron" Chin!"

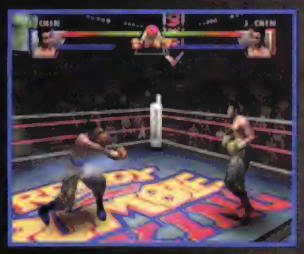
"It's all me. Let me tell you what boxing is all about."

"I am too fast."

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X



RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■

QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

JET CHIN "IRON"

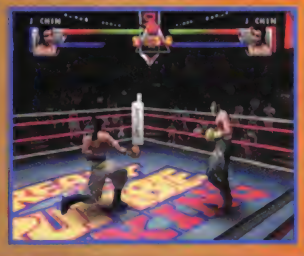
LOW LEFT JAB

Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

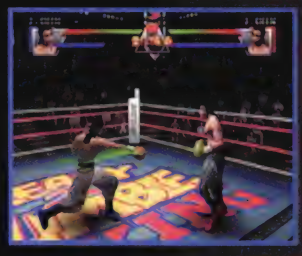
LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

LOW RIGHT JAB



Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

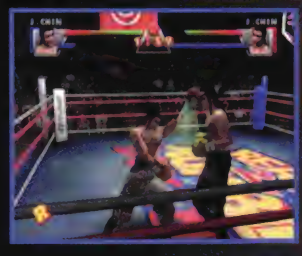


LOW RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

ARCH PROTEST

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■



"X"-PUNCH

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

LEFT UPPERCUT (CLOSE)

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

LUNGING LEFT JAB

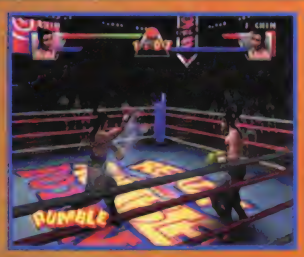
Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

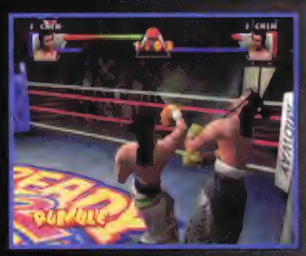
FIRECRACKER

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

RIGHT HOOK

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲



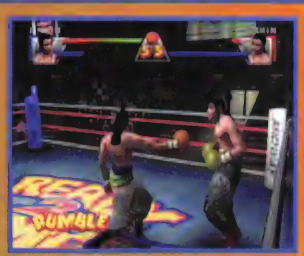


RIGHT UPPERCUT (CLOSE)

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

SUPER QUICK PUNCH

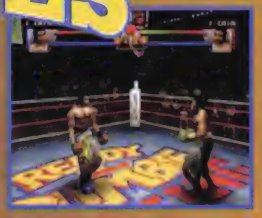
Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

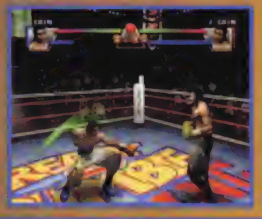


SPECIAL MOVES

GIVING ORDER

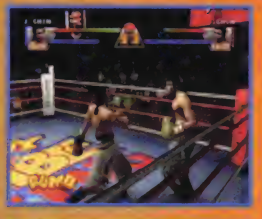
Dreamcast	Forward, Back + Y
N64	Forward, Back + C-Up
PSX	Forward, Back + ▲





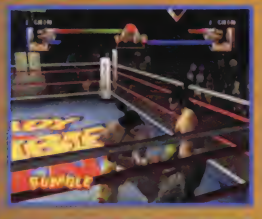
ARCH NEMESIS

Dreamcast	Back + X, A, B, Y
N64	Back + C-Left, D-Down, C-Right, C-Up
PSX	Back + ■, X, ●, ▲



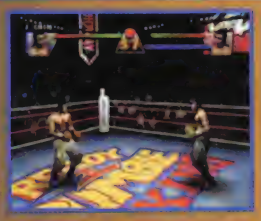
FISTS OF FUZZY

Dreamcast	Forward, Back, Forward + X, Y, X
N64	Forward, Back, Forward + C-Left, C-Up, C-Left
PSX	Forward, Back, Forward + ■, ▲, ■



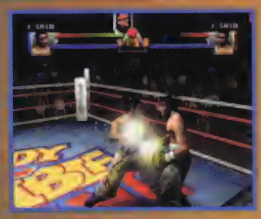
GREAT FANG

Dreamcast	Back, Forward + X
N64	Back, Forward + C-Left
PSX	Back, Forward + ■



RUMBLE FLURRY

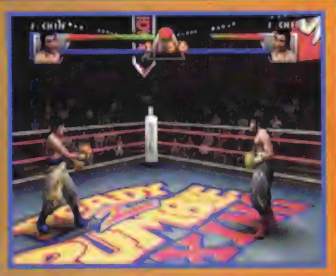
Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●



TAUNTS

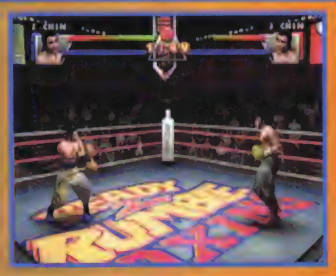
Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"Come on.
I'm too fast."



Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"We don't need
to fight anymore."



WINNING POSES

"There's no need to fight.
Are we using the same
style Kung-fu?"

"You are no
match for me."

JIMMY BLOOD

BIOGRAPHY

Hometown: Oamaru, New Zealand	
Weight: 226 lbs	Height: 6'0"
Reach: 87"	Age: 23

A furious and malicious fighter, Jimmy is uncontrollable at the sound of the bell. While often criticized for his constant lack of discipline, no one can deny his fight-winning power and audacity among the professional ranks. His weapon of choice: devastating lunging hooks to the head.

INTRODUCTION

"The Typhoon, Jimmy Blood!"

"I'm invincible!"

"Woo-hoo!"

BASIC MOVES

LEFT GUT JAB

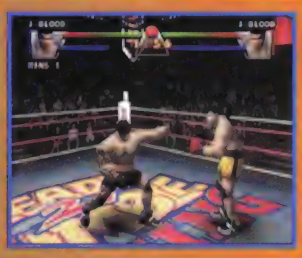
Dreamcast	N64	PSX
A	C-Down	X

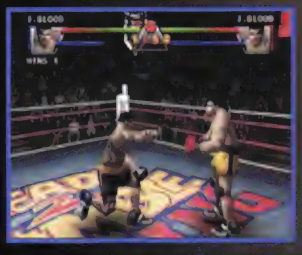
RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■





QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

LOW LEFT PUNCH

Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LEAPING LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

DUCKING RIGHT PUNCH

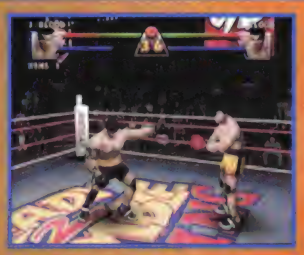
Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

LOW RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

THRUSTING LEFT PUNCH

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■



LEFT UPPERCUT (CLOSE)

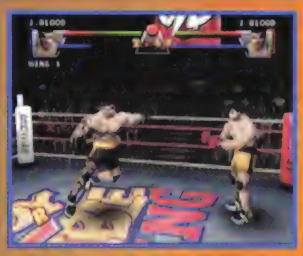
Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

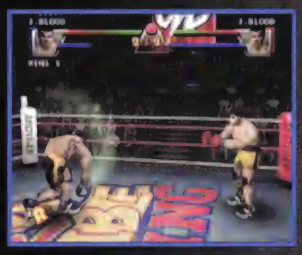
UPPER LEFT HOOK (CLOSE)

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

JUMPING LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■





DOWN THRUST

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

RIGHT UPPERCUT

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

BLOOD RUSH

Dreamcast	Back, Back, Forward + Y
N64	Back, Back, Forward + C-Up
PSX	Back, Back, Forward + ▲

BLOOD SHOT

Dreamcast	Forward, Back + B
N64	Forward, Back + C-Right
PSX	Forward, Back + ●

SPLATTER PUNCH

Dreamcast	Forward, Forward + X
N64	Forward, Forward + C-Left
PSX	Forward, Forward+ ■

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

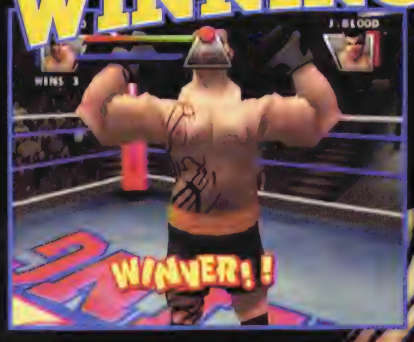
TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"Pain."

WINNING POSES



"Game, Set and Match."

KEMO CLAW

BIOGRAPHY

Hometown: Gallup, New Mexico	
Weight: 120 lbs.	Height: 7'1"
Reach: 99"	Age: 34

Kemo is a wise old boxer who baffles opponents with his somewhat mystic fighting style. It is said he channels the spirit of the greatest warriors from his family and that his long reach and towering height are the products of shamen. Rarely uttering a word, his actions speak loud and clear.

INTRODUCTION

"The Mystic Boxer, the Destroyer, Kemo Claw!"

BASIC MOVES

LEFT GUT SWIPE

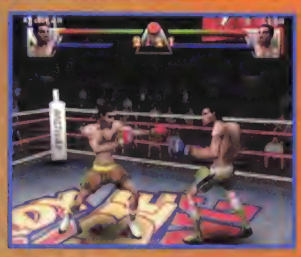
Dreamcast	N64	PSX
A	C-Down	X

TURNABOUT LOW RIGHT

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■

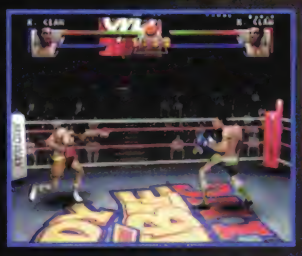


HEAD BONK

Dreamcast	N64	PSX
Y	C-Up	▲

THRUSTING LOW LEFT PUNCH

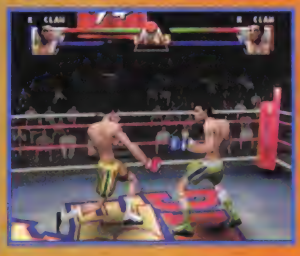
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X



BACKHAND LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

LOW RIGHT PUNCH



Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

LEFT UPPERCUT

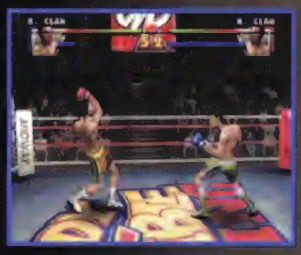
Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

LEFT JAB

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

RUNNING LEFT BACKHAND HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■



RIGHT UPPERCUT

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

JUMP-IN JAB

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RUNNING RIGHT BACKHAND HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

WARCRY

Dreamcast	Back, Forward + X
N64	Back, Forward + C-Left
PSX	Back, Forward + ■

ARROWHEAD PUNCH

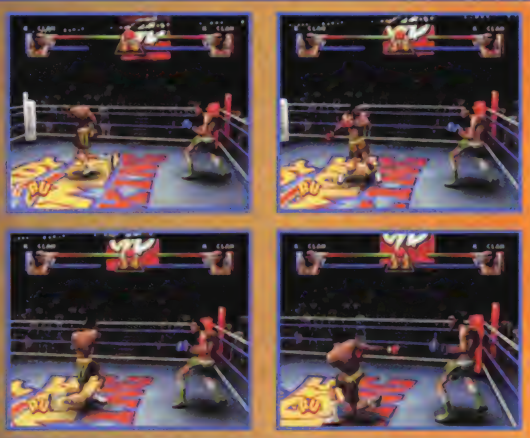
Dreamcast	Back, Back + X
N64	Back, Back + C-Left
PSX	Back, Back + ■

SHAMEN PUNCH

Dreamcast	Back, Back, Forward + Y
N64	Back, Back, Forward + C-Up
PSX	Back, Back, Forward + ▲

WARPATH

Dreamcast	Back, Back, Forward + Y, B, A ,X
N64	Back, Back, Forward + C-Up, C-Right, C-Down, C-Left
PSX	Back, Back, Forward + ▲, ●, X, ■



BOW AND ARROW

Dreamcast	Back, Forward + X, Back + X
N64	Back, Forward + C-Left, Back + C-Left
PSX	Back, Forward + ■, Back + ■

RUMBLE FLURRY

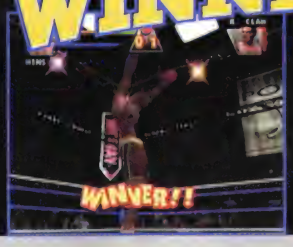
Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

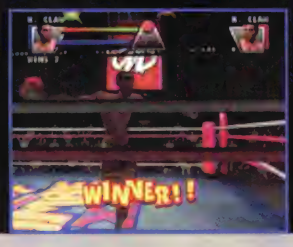
TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

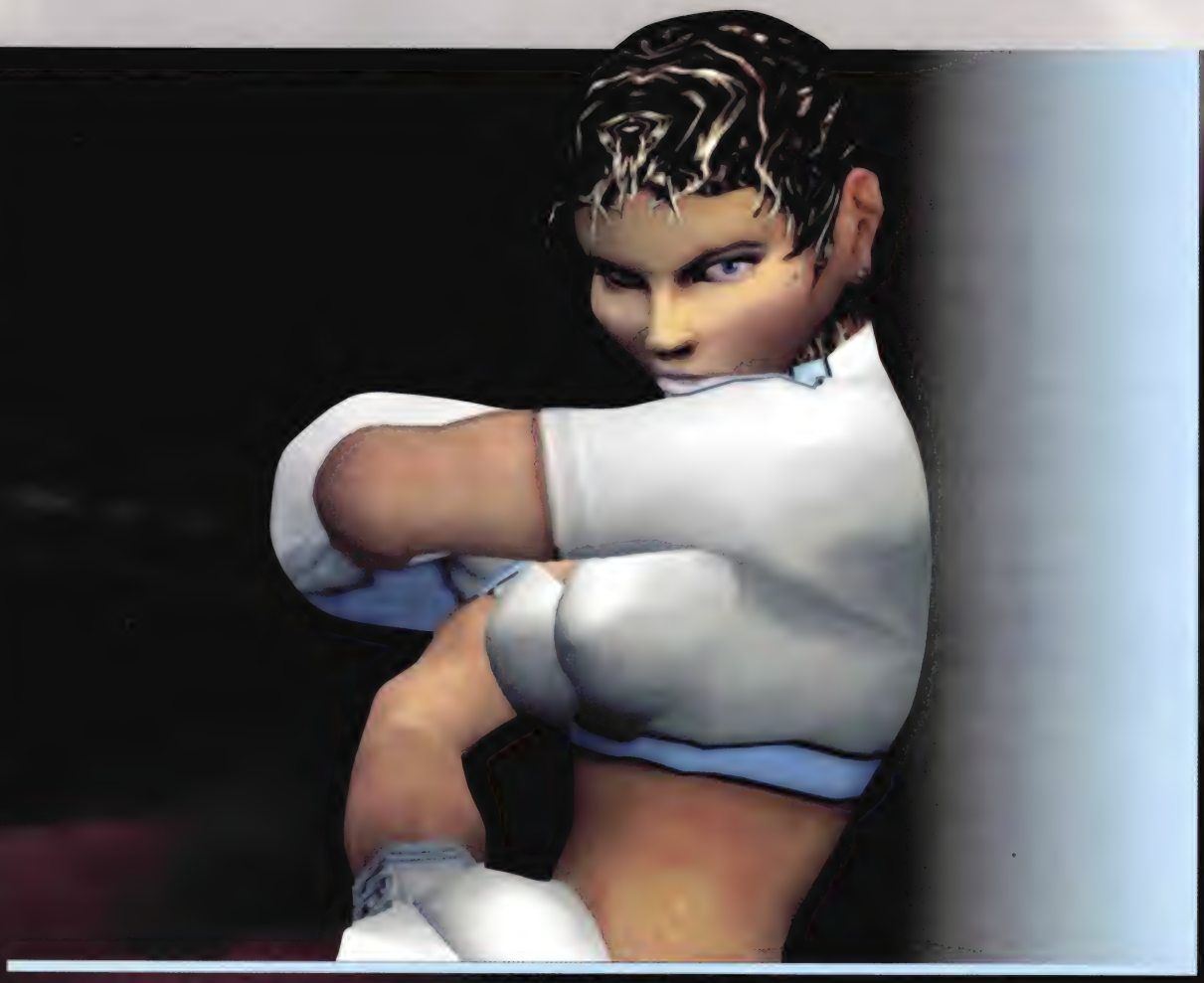
Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

WINNING POSES





LULU VALENTINE



BIOGRAPHY

Hometown: Seattle, Washington	
Weight: 105 lbs	Height: 5'2"
Reach: 64"	Age: 21

A graduate student in business and fashion design, Lulu Valentine supplements her world famous clothing line with her other profession: prize fighting. Her compact and efficient punches generate surprising power that often catches opponents off guard. This, along with her stunning looks and knowledge, is more than enough to help her climb the ranks where she hopes to make a name for herself and her business.

INTRODUCTION

"The Sweet, Petite, Lulu Valentine"

"Let's Rumble!"

"Big things come in small packages"

BASIC MOVES

LEFT GUT JAB

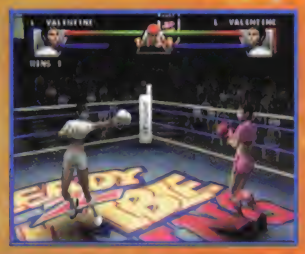
Dreamcast	N64	PSX
A	C-Down	X

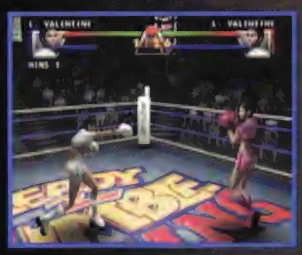
RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■



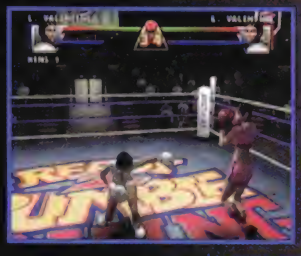


QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

DUCKING LEFT PUNCH

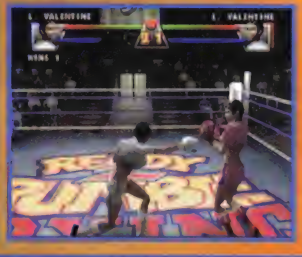
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X



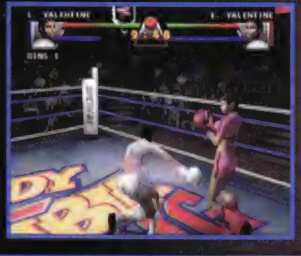
LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

LOW RIGHT PUNCH



Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●



LOW RIGHT HOOK

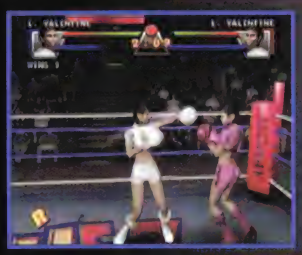
Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

SPINNING ASSAULT

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

LEFT UPPERCUT

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

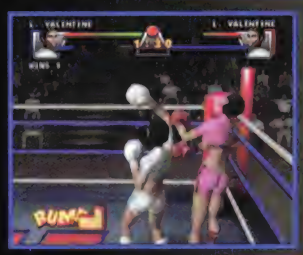


RUNNING UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

DOWN THRUST

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

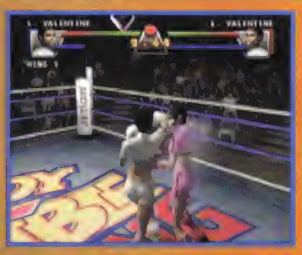


RIGHT UPPERCUT

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲



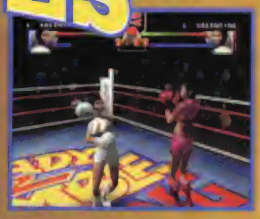
RUNNING RIGHT HOOK (FAR AWAY)

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

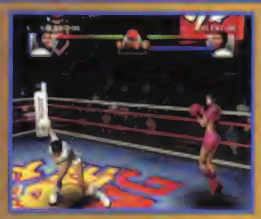
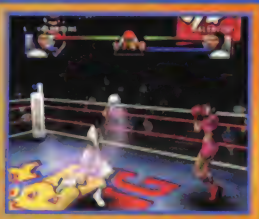
BACKHAND

Dreamcast	Forward, Back + Y
N64	Forward, Back + C-Up
PSX	Forward, Back + ▲



TRIPLE UPPER

Dreamcast	Back, Back, Forward + Y
N64	Back, Back, Forward + C-Up
PSX	Back, Back, Forward + ▲

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"Can't catch me!"

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"Go Diva, Go Diva!"

WINNING POSES

"Yahoo!"

"Didn't your daddy tell you not to play with dolls?"

NAT DADDY

BIOGRAPHY

Hometown: Las Vegas, Nevada	
Weight: 265 lbs.	Height: 6' 9"
Reach: 100"	Age: 25

Intimidating and with an awe-inspiring presence, Nat has arrived in the boxing scene as one of the largest figures in the sport physically and professionally. Relying on his super-long reach and frightening agility, he is regarded as a legitimate contender despite his somewhat limited arsenal of punches. Still, one can't help but think that someday he could take the championship belt by force.

INTRODUCTION

"The World's most dangerous boxer, the Titan, Nat Daddy!"

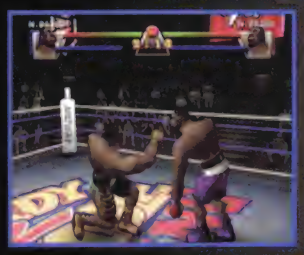
"Somebody's about to get beat!"

"I will kill you, fool!"

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X

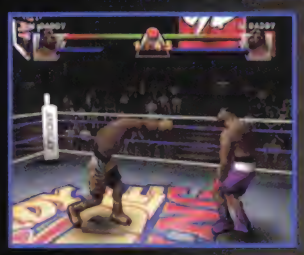


RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■



QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

LOW LEFT PUNCH

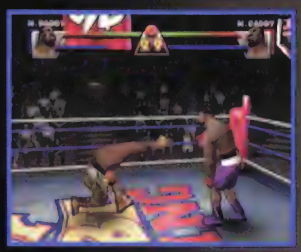
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

LOW RIGHT PUNCH

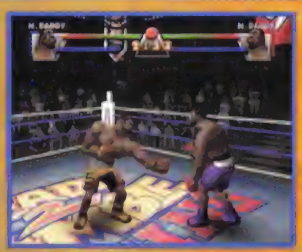
Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●



LOW RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

LEFT UPPERCUT



Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

DOWNWARD THRUST

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲

RIGHT UPPERCUT

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

JACKHAMMER

Dreamcast	Back, Forward + Y
N64	Back, Forward + C-Up
PSX	Back, Forward + ▲

DROPPING BOMBS

Dreamcast	Back, Back, Forward + X
N64	Back, Back, Forward + C-Left
PSX	Back, Back, Forward + ■

POWER TRIP

Dreamcast	Forward, Back, Forward + B
N64	Forward, Back, Forward + C-Right
PSX	Forward, Back, Forward + ●

DUMP TRUCK

Dreamcast	Back, Back, Forward + Y, B
N64	Back, Back, Forward + C-Up, C-Right
PSX	Back, Back, Forward + ▲, ●

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

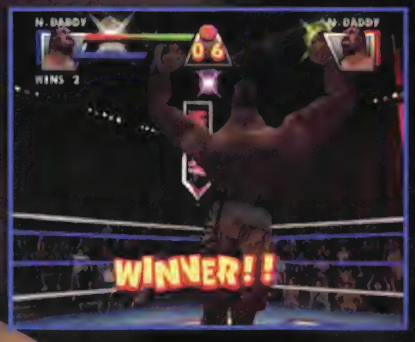
"Roar!"

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"Now it's just you and me, babe."

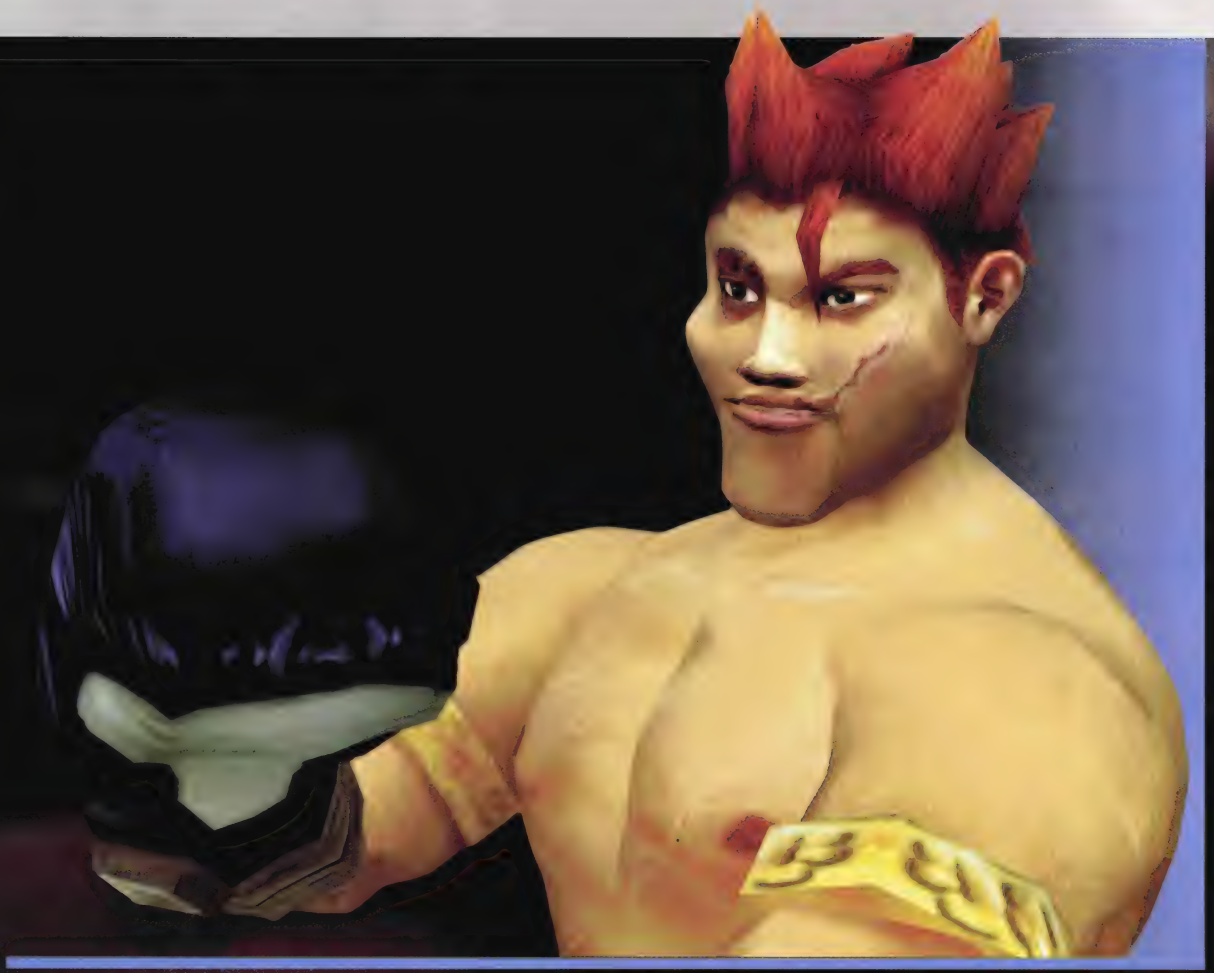
WINNING POSES

"Aw yeah, better stay down."



"Oh yeah!"

ROCKET SAMICHAY



BIOGRAPHY

Hometown: Bangkok, Thailand	
Weight: 165 lbs	Height: 5'7"
Reach: 71"	Age: 23

A Muay Thai champion in his home country, Rocket wants to prove to the world that his kickboxing school is the best with hands as well as feet. Although restricted with the rules of Western Boxing, it doesn't often stop him from punctuating his wins with eastern-style fury. After studying boxing in the states and winning the championship from Angel "Raging" Rivera, Rocket is now convinced that he is unstoppable.

INTRODUCTION

"The Lord of the Ring! Rocket Samchay!"

"You can't beat me!"

"That's right, I'm coming for you!"

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X

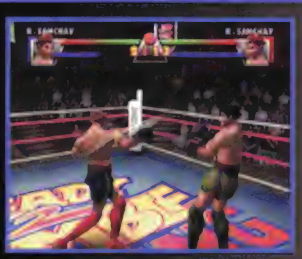
RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

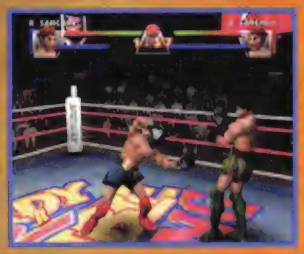
Dreamcast	N64	PSX
X	C-Left	■

QUICK RIGHT JAB



Dreamcast	N64	PSX
Y	C-Up	▲

LOW LEFT PUNCH



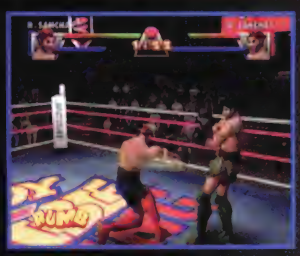
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

DUCKING RIGHT PUNCH

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●



DUCKING RIGHT HOOK

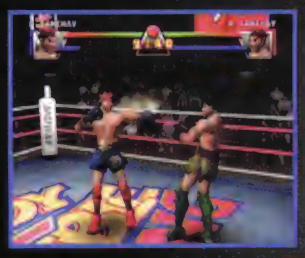
Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

LEFT UPPERCUT

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

THRUSTING LEFT JAB

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

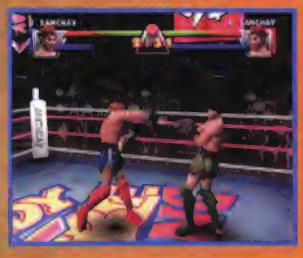


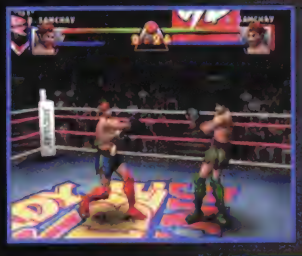
UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

HEAD BONK

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲





RIGHT JAB

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

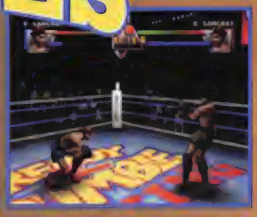
RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

ROCKET LAUNCHER

Dreamcast	Forward, Back + X
N64	Forward, Back + C-Left
PSX	Forward, Back + ■



RIGHT ELBOW SMASH

Dreamcast	Back, Forward + X
N64	Back, Forward + C-Left
PSX	Back, Forward + ■

LEFT ELBOW SMASH

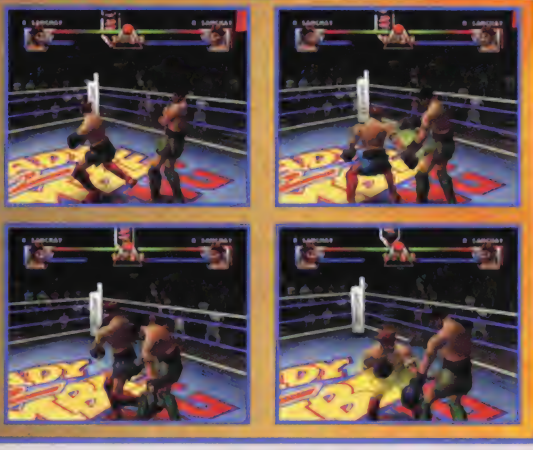
Dreamcast	Back, Forward + Y
N64	Back, Forward + C-Up
PSX	Back, Forward + ▲

DOUBLE TROUBLE

Dreamcast	Back, Forward + X, Back + Y
N64	Back, Forward + C-Left, Back + C-Up
PSX	Back, Forward + ■, Back + ▲

NO TROUBLE

Dreamcast	Forward, Back, Forward + B
N64	Forward, Back, Forward + C-Right
PSX	Forward, Back, Forward + ●



BANGKOK EXPRESS

Dreamcast	Forward, Back, Forward + B, Y
N64	Forward, Back, Forward + C-Right, C-Up
PSX	Forward, Back, Forward + ●, ▲

RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"I'm the champ!"

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"Keep still!"

WINNING POSES

"I'm the champ. You can't beat me!"

SALUA TUA

BIOGRAPHY

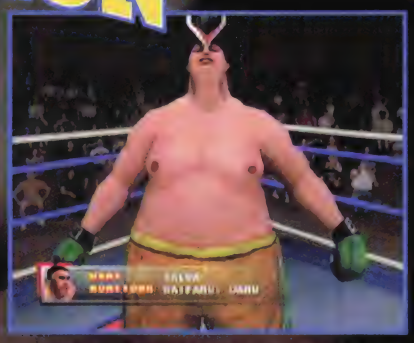
Hometown: Waipahu, Oahu	
Weight: 358 lbs	Height: 6'0"
Reach: 77"	Age: 33

Salua is a former sumo wrestler who originally came from Hawaii but later moved to Japan to take on the world's greatest sumo wrestlers. After becoming grand champion, Salua was concerned with the lack of recognition sumo receives from the rest of the world. A consummate disciplinarian in a relentless pursuit in developing and refining his skill, he enters boxing and leaves his championship behind in an attempt to represent and bring respect to the sport he loves.

INTRODUCTION

"Loaded and Bloated, Salua!"

"Rumble Bumble!"



"I'm sorry, but I must thrash you now."

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X

RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■

QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

DUCKING LEFT PUNCH

Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

DUCKING RIGHT PUNCH

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

DUCKING RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

TON OF FUN

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

JUMPING LEFT JAB

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

UPPERCUT (UP CLOSE)

Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

UPPERCUT

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

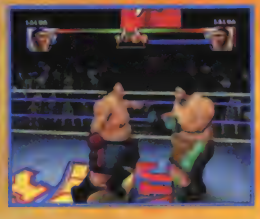
RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

ALL YOU CAN EAT

Dreamcast	Forward, Back + X
N64	Forward, Back + C-Left
PSX	Forward, Back + ■

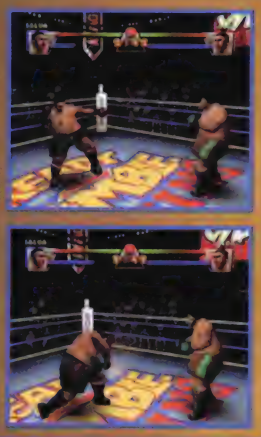


GUT BUSTER

Dreamcast	Forward, Back, Forward + B
N64	Forward, Back, Forward + C-Right
PSX	Forward, Back, Forward + ●

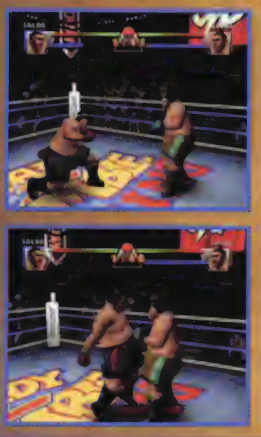
PORK CHOP

Dreamcast	Back, Forward + Y
N64	Back , Forward + C-Up
PSX	Back, Forward + ▲



MONSTER

Dreamcast	Down + A, Forward, Back + X
N64	Down + C-Down, Forward, Back + C-Left
PSX	Down + X, Forward, Back + ■



RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"Rumble Bumble!"

Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

"Hit me here!"

WINNING POSES

"I feel dizzy."

SELENE STRIKE

BIOGRAPHY

Hometown: Brasilia, Brazil	
Weight: 130 lbs	Height: 6'2"
Reach: 80"	Age: 24

Selene is without a doubt, pound for pound, one of the best female boxers in the world today. Her graceful technique is backed by lethal power, particularly with her potent straight and right hook. Not particularly fast, this still-youthful veteran makes up for her lack of speed with awesome toe-to-toe tactics.

INTRODUCTION

"The Ring Diva, Selene Strike!"

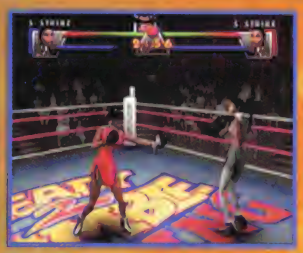
"Give me someone who can really fight!"

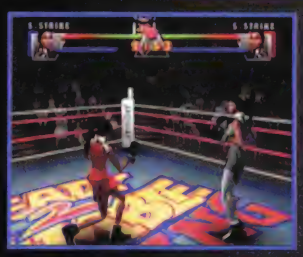
"Don't be fooled by my looks, sweety."

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X



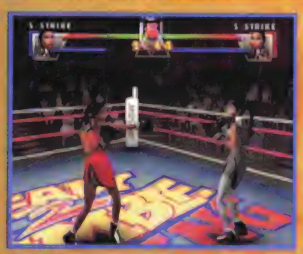


RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

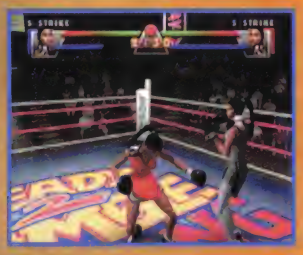
Dreamcast	N64	PSX
X	C-Left	■



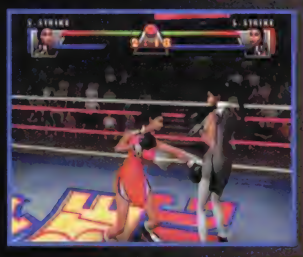
QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

DUCKING LEFT PUNCH



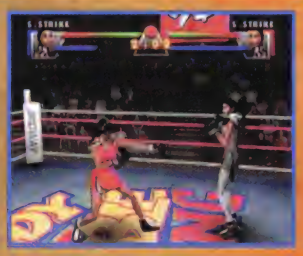
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X



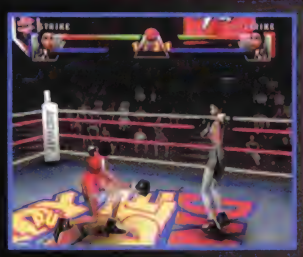
LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

LOW ONE-TWO PUNCH



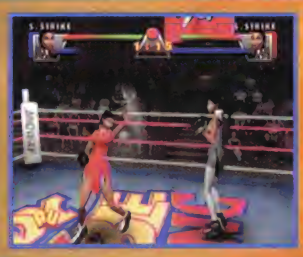
Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●



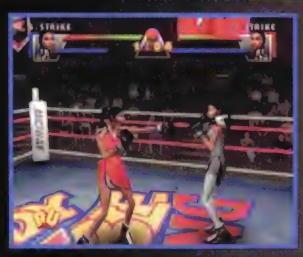
DUCKING RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

LEFT UPPERCUT



Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■



LEFT JAB

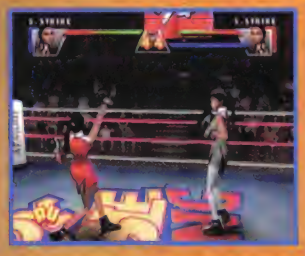
Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

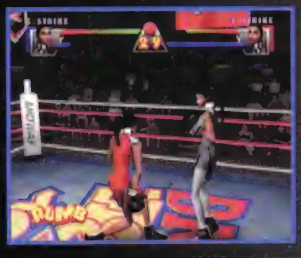
UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

RIGHT UPPERCUT

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲



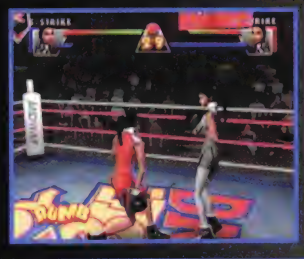


STRONG RIGHT HOOK

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

LEAPING RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲



BELOW THE BELT

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●

SPECIAL MOVES

RUSH

Dreamcast	Forward, Forward
N64	Forward, Forward
PSX	Forward, Forward

NO LOVE

Dreamcast	Back, Forward + B
N64	Back, Forward + C-Right
PSX	Back, Forward + ●

REJECTION

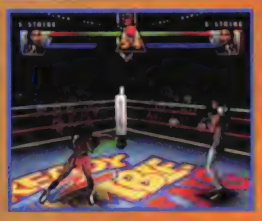
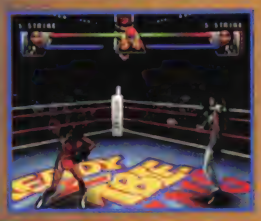
Dreamcast	Forward, Back + Y
N64	Forward, Back + C-Up
PSX	Forward, Back + ▲

SUPER WOMAN

Dreamcast	Back, Forward + X
N64	Back, Forward + C-Left
PSX	Back, Forward + ■

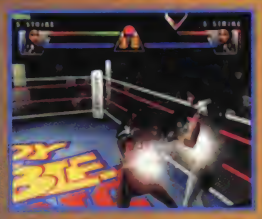
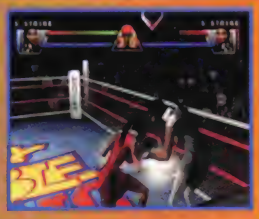
COLD SHOULDER

Dreamcast	Back, Back, Forward + A
N64	Back, Back, Forward + C-Down
PSX	Back, Back, Forward + X

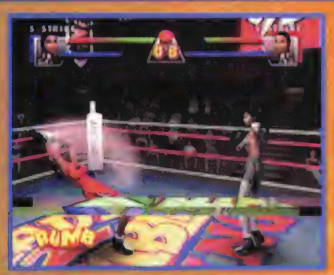
RUMBLE FLURRY

Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●

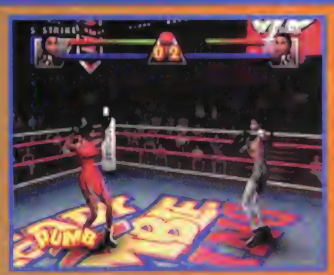
TAUNTS

Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

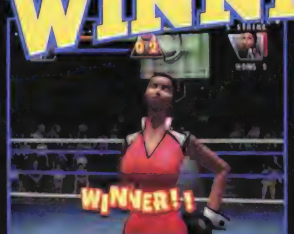


Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

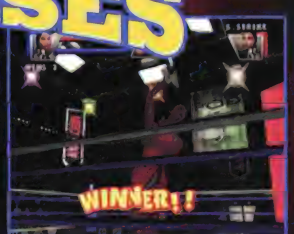
"Let's get busy!"



WINNING POSES



"Honey, I'm just getting started..."



"You can't handle a real woman."

TANK THRASHER

BIOGRAPHY

Hometown: Guntersville, Alabama	
Weight: 290 lbs.	Height: 6'4"
Reach: 80"	Age: 31

Tank used to fight in the extreme sport of crocodile rodeo but soon got bored from the "lack of serious competition". Boxing is his natural forte now and has become a leading contender—often misleading opponents with his apparent lack of conditioning. Trash talking and pummeling opponents into submission, Tank holds up convincingly against the better-trained boxers.

INTRODUCTION

"The Mouth from the South... Tank Thrasher!"

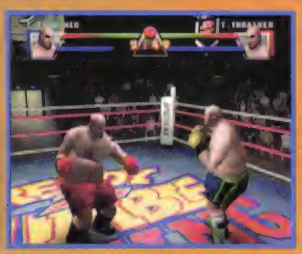
"Things really go bang bang!"

"Goooey goooey! Hee-hee-hee-hee-hee!"

BASIC MOVES

LEFT GUT JAB

Dreamcast	N64	PSX
A	C-Down	X

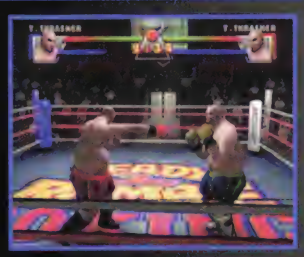


RIGHT GUT PUNCH

Dreamcast	N64	PSX
B	C-Right	●

QUICK LEFT JAB

Dreamcast	N64	PSX
X	C-Left	■



QUICK RIGHT JAB

Dreamcast	N64	PSX
Y	C-Up	▲

DUCKING LEFT PUNCH

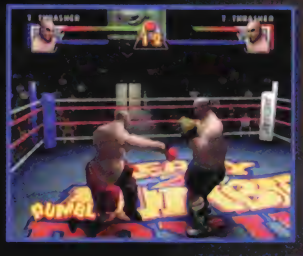
Dreamcast	N64	PSX
Forward + A	Forward + C-Down	Forward + X

LOW LEFT HOOK

Dreamcast	N64	PSX
Up/Down + A	Up/Down + C-Down	Up/Down + X

DUCKING RIGHT PUNCH

Dreamcast	N64	PSX
Forward + B	Forward + C-Right	Forward + ●



DUCKING RIGHT HOOK

Dreamcast	N64	PSX
Up/Down + B	Up/Down + C-Right	Up/Down + ●

BLITZ

Dreamcast	N64	PSX
Back + X	Back + C-Left	Back + ■

LEFT JAB

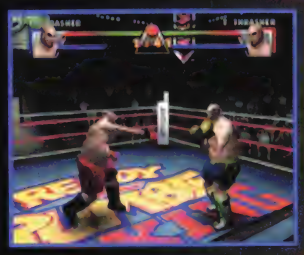
Dreamcast	N64	PSX
Forward + X	Forward + C-Left	Forward + ■

UPPER LEFT HOOK

Dreamcast	N64	PSX
Up/Down + X	Up/Down + C-Left	Up/Down + ■

HEAD BONK

Dreamcast	N64	PSX
Back + Y	Back + C-Up	Back + ▲



RIGHT JAB

Dreamcast	N64	PSX
Forward + Y	Forward + C-Up	Forward + ▲

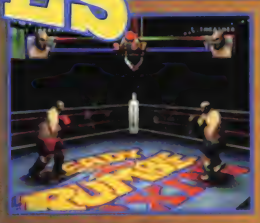
RIGHT HOOK

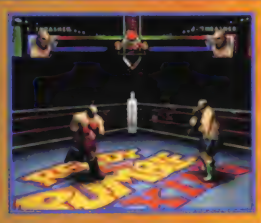
Dreamcast	N64	PSX
Up/Down + Y	Up/Down + C-Up	Up/Down + ▲

SPECIAL MOVES

RUSH

Dreamcast	Forward, Forward
N64	Forward, Forward
PSX	Forward, Forward





CRASH TEST (LEFT)

Dreamcast	Forward, Forward + X
N64	Forward, Forward + C-Left
PSX	Forward, Forward + ■

CRASH TEST (RIGHT)

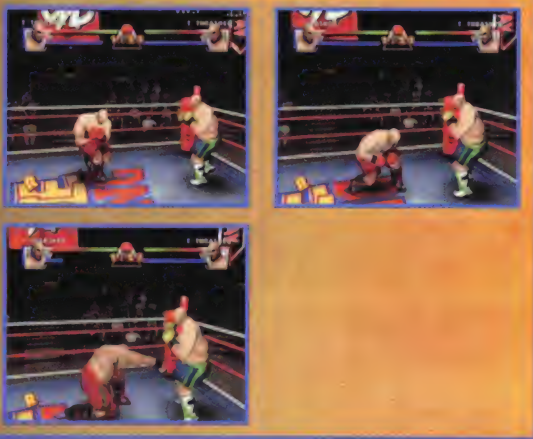
Dreamcast	Forward, Forward + Y
N64	Forward, Forward + C-Up
PSX	Forward, Forward + ▲

SHAMELESS (LEFT)

Dreamcast	Forward, Forward + A
N64	Forward, Forward + C-Down
PSX	Forward, Forward + X

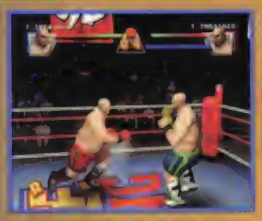
SHAMELESS (RIGHT)

Dreamcast	Forward, Forward + B
N64	Forward, Forward + C-Right
PSX	Forward, Forward + ●



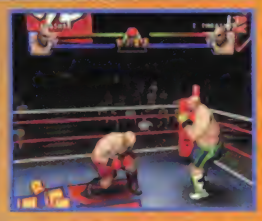
TENDERIZER

Dreamcast	Back, Back, Forward + B
N64	Back, Back, Forward + C-Right
PSX	Back, Back, Forward + ●



RUMBLE FLURRY

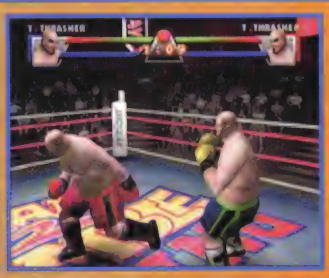
Dreamcast	A + B
N64	C-Down + C-Right
PSX	X + ●



TAUNTS

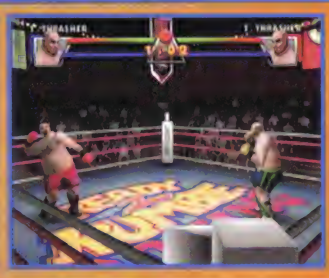
Dreamcast	X + A
N64	C-Left + C-Down
PSX	■ + X

"You no hurt me."

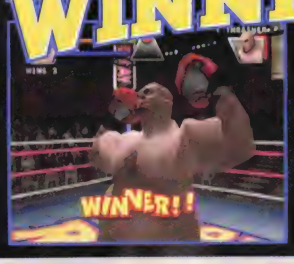


Dreamcast	Y + B
N64	C-Up + C-Right
PSX	▲ + ●

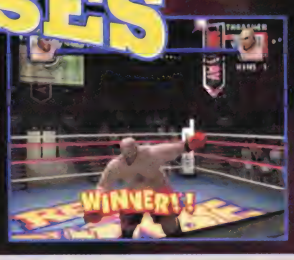
"I wanna fight more!"



WINNING POSES



"I told you, I wanna fight more!"



"That was fun! I go boom, you fall down!

DAMIEN BLACK

BIOGRAPHY

Hometown: Unknown	
Weight: 250 lbs	Height: 6'7"
Reach: 85"	Age: 500

Little is known about the strange abomination known as Damien Black. It is speculated that he is a being from another dimension and that he funds and promotes many boxing events including his own. It is also rumored that the "Blackheart Spear", his patented body blow, causes fighters to become ill and plagued the instant it connects. His goal is unclear but few wish to stand in his way.

INTRODUCTION

"The Impregnable, the unholy, the otherworldly, Damien Black!"

BASIC MOVES

LEFT GUT JAB

Dreamcast
A

RIGHT GUT PUNCH

Dreamcast
B

QUICK LEFT JAB

Dreamcast
X

QUICK RIGHT JAB

Dreamcast
Y

THRUSTING LOW LEFT PUNCH

Dreamcast
Forward + A

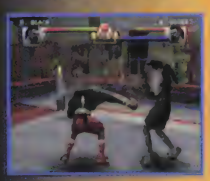
LEFT HOOK

Dreamcast
Up/Down + A

LOW RIGHT PUNCH

Dreamcast
Forward + B

LOW RIGHT PUNCH



Dreamcast
Up/Down + B

LEFT UPPERCUT

Dreamcast
Back + X

LEFT JAB

Dreamcast
Forward + X

LEFT HOOK

Dreamcast
Up/Down + X

RIGHT UPPERCUT

Dreamcast
Back + Y

RUN-IN RIGHT HOOK

Dreamcast

Forward + Y

RIGHT HOOK

Dreamcast

Up/Down + Y

SPECIAL MOVES

SCORCHER

Dreamcast

Back, Forward + X

PITCHFORK

Dreamcast

Back, Forward + Y

HADES

Dreamcast

Back, Forward + X

DAMIENS GRIP

Dreamcast

Forward, X + Y

DAMIENS FURY

Dreamcast

Forward + X, Y, B, A, Y, X

BLACKHEART SPEAR

Dreamcast

Back, Back, Forward + B

RAGING STORM

Dreamcast

Forward, Back + X

RUMBLE FLURRY

Dreamcast

A + B

TAUNTS

Dreamcast

X + A

"Come here!"

WINNING POSES

"Rumble!!! Feel the heat!"

"The end is near!"

J.R. FLURRY

BIOGRAPHY

Hometown: Los Angeles, CA	
Weight: 160 lbs	Height: 5'11"
Reach: 75"	Age: 21

A star athelete in High school and College not to mention a sought after personal trainer throughout Hollywood, J.R. traded in his certification when he met boxing great Gino Stiletto. Being under Gino's wing has awakened a natural champion and crowd favorite that has taken the boxing world by storm. Armed with a stiff jab and lightning fast one-two combination, J.R. is easily amongst the elite in the sport.

J.R. Flurry is the Champion in the Nintendo 64 version of Ready 2 Rumble Boxing. To get the move list for J.R., check out the BradyGAMES web page at www.bradygames.com.

BIOGRAPHY

Hometown: Philadelphia, Pennsylvania	
Weight: 180 lbs	Height: 6'0"
Reach: 72"	Age: 38

Gino is a proven warrior whose accomplishments are some of the most noted highlights in the sport today. He has won and lost the championship many times, often coming out of multiple retirements to do so. Now a respected trainer, his start pupil J.R. Flurry carries on his testament but the success his protégé garners rekindles a fire thought long extinguished. Donning his trademark Stars and Stripes, Gino re-enters the pugilist world for perhaps the last time.

Gino Stiletto is the Champion in the PlayStation version of Ready 2 Rumble Boxing. To get the movelist for Gino, check out the BradyGAMES webpage at www.bradygames.com.

There are two ways to play this game: standard Arcade mode, and the true Championship mode.

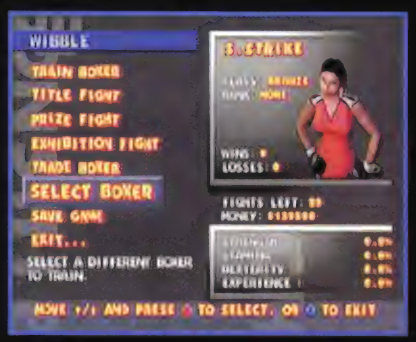
ARCADE MODE

Right off the bat, you can select 13 of the 17 fighters in the game and go at it. These boxers have been balanced as much as possible, but they still have their own strengths and weaknesses. Size and reach play a huge part in the bout — the bigger they are, the harder they hit — but the slower they swing and the larger the target. Smaller fighters are generally quicker, but their hits are weaker. Make sure you find the balance between the boxers and pick one that suits how you want to fight. Four boxers are hidden, and can only be revealed by battling your way through the Championship Mode.

CHAMPIONSHIP MODE

Here's the real meat-and-potatoes of Ready 2 Rumble — building your stable of fighters almost from scratch. You're given control of your own gym and three fighters: Afro Thunder, Boris Knockimov, and Butcher Brown. Through a series of training rounds, prize fights, and title fights, you increase the experience and strength of these fighters and take them through the three

rankings (bronze, silver, and gold) until they become the champ. Every time you take a fighter from the bronze ranking to the silver ranking, you're rewarded with an additional fighter in your gym. It's quite an effort to open up every boxer, but you're ready for the challenge!



NOTE: **When you've unlocked a boxer in the Championship Mode, then you can choose that boxer in Arcade Mode as well.**

PRIZE FIGHTS

Prize fights are your means to earning money. You can use the money to get some training in, as well as to come up with the entry fee for title fights. A few thousand dollars are up for grabs in every prize fight, and you can also wager up to $20,000 of your own cash. An extremely helpful tip: before a prize fight, save your game. When you enter the fight, bet as much as you possibly can. If you lose, you can always restore the game. And when you win, you can easily accrue enough money to build up your fighter with training.

BOXER ABILITIES

Each boxer's abilities are broken down into four different categories: Strength, Stamina, Dexterity, and Experience. Obviously, the higher the percentage, the better off your fighter is.

STRENGTH	**How hard you hit your opponent, and how well you can absorb strong blows to your body.**
STAMINA	**How quickly your energy recovers, and how long you hold onto Rumble Mode.**
DEXTERITY	**How fast you can move around the ring.**
EXPERIENCE	**How often you've fought in rounds.**

There are two different ways of increasing your boxer's abilities, either by fighting in matches, or by spending a little money and training. Fighting in matches increases your Experience and Dexterity, and training increases your Strength, Stamina, and Dexterity. The more expensive the training event, the more it increases your overall ability rankings.

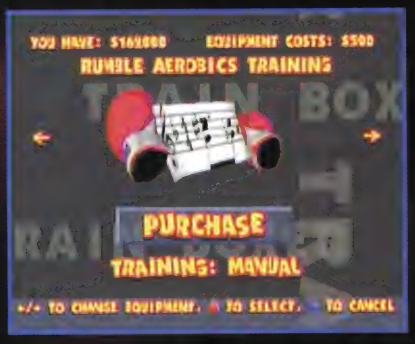
You can choose to play the mini-games or just have it automatically train you when you purchase it. When you have the computer do it for you, you'll always get the 100% amount of training points out of it. However, if you decide to play the game, you can score up to 150% of the amount of auto training. There's a downside — screw up, and you might get less than 100%...so it's a gamble.

As early as possible, increase your strength as high as you can get it. When you're in the 80%+ range, you're next to unstoppable. Even if you build up nothing else, you'll be able to absorb most any hit and swing punches like Superman.

RUMBLE AEROBICS TRAINING

COST: $500

INCREASES YOUR STAMINA AND DEXTERITY

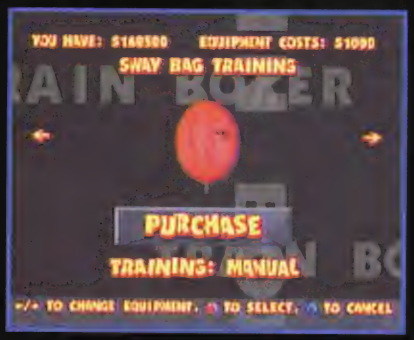


Follow along with the bouncing ball, matching the beat with the button or controller press. This training is not that tough. You just have to remember where the buttons are on the controller so you can follow along without looking down. Make three mistakes, and you're done.

SWAY BAG

COST: $1000

INCREASES YOUR STAMINA AND DEXTERITY



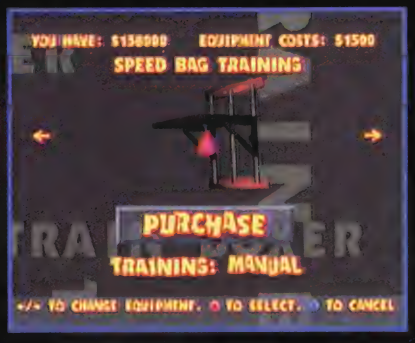
What you have to do is follow the commands like a game of Simon Says. First, you punch the bag. Then, you punch the bag and sway in the direction it tells you. Then punch, sway, sway. Then punch, sway, sway, sway...etc. You'll have to remember the sequence it gives you — it's randomized every time you enter the training. The game will continue on until you miss, but you can never get higher than 150% Rumble Master.

Keep a scrap of paper handy and jot down the sway directions, and maneuver from your notes. As you get further into training, the directions it throws at you get faster, but the sway bag never does. And if you have a double or triple move (down, down, down, for example), you can simply hold the D-pad in that direction instead of tapping the D-pad the moment the sway bag swings toward you. It's easier that way.

SPEED BAG

COST: $1500

INCREASES YOUR STAMINA AND DEXTERITY



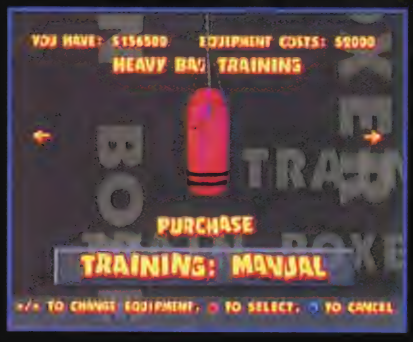
Physics are working against you in this test of skill and timing. The idea is to alternate your jabs and hooks to get the bag to hit against the ceiling. Each time the bag thwaps against the ceiling, you score a point. If it hits back and forth on one swing, you get two points. Problem here is, you expend energy with every punch thrown. You can get at most two hits with a jab, but time a hook correctly and you can slam the bag around for five hits or more. Just remember that a hook wastes more of your energy, and it's a lot more difficult to time the bag's swing using it. Get more than 100 ceiling hits, and you'll net 150% of the training effort.

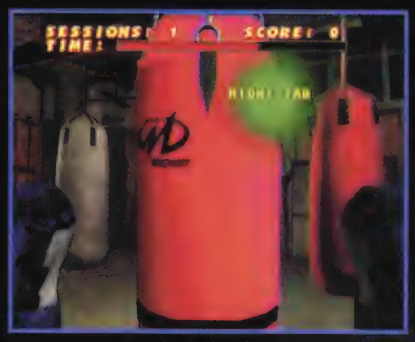
One of the easier ways of earning the most ceiling hits: alternate left and right jabs until you've reached just a sliver of energy. Then, finish with a hook. But obviously the best way of gaining the points is to use your good ol' timing and use jabs and hooks together. It's not going to be easy.

HEAVY BAG

COST:$2000

INCREASES YOUR STRENGTH, STAMINA, AND DEXTERITY





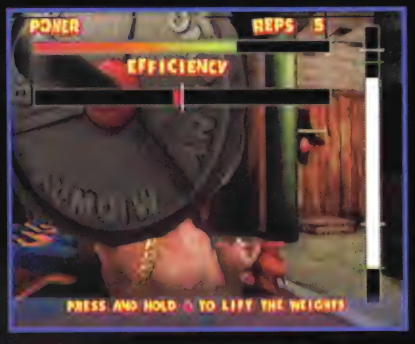
Let's see how quick you are on the draw with this one. Your trainer will call out a move, and you'll have to push the right command within two seconds, or you're toast. Miss three times, and training's over. What makes this difficult is the memorization of hooks to jabs and uppercuts. You'll have to press a direction AND a button for hooks and uppercuts, making the reaction time even more difficult.

Best thing here is to keep your thumb on the Left jab button, since it performs three functions: Jab by itself, Left hook with left on the D-pad, and Uppercut with up on the D-pad. This will make it easier to follow along, and increases your reaction time. Hit the bag fifty times, and you'll get 150% of the training effort.

WEIGHT LIFTING

COST:$5000

INCREASES YOUR STRENGTH AND STAMINA



Wrap your paws around this weight and try and push it 25 reps. That's not the hard part. The challenge is to push it up and let the weight drop at the limit line at the peak of the lift, and push it back up as close to the lower limit as possible. With every push of the weight, you'll try and increase the accuracy of the lifts.

Let go of the lift button just before the upper limit, and push the button before it hits the lower limit. It may take a few times before you get the rhythm, but the better you are at getting the perfect timing, the more percentage you'll get.

VITAMINS

COST: $10000

INCREASES YOUR STAMINA AND DEXTERITY

YOU HAVE: $144500 EQUIPMENT COSTS: $10000
VITAMIN TRAINING PROGRAM
PURCHASE
TRAINING: AUTO
+/- TO CHANGE EQUIPMENT, TO SELECT, TO CANCEL

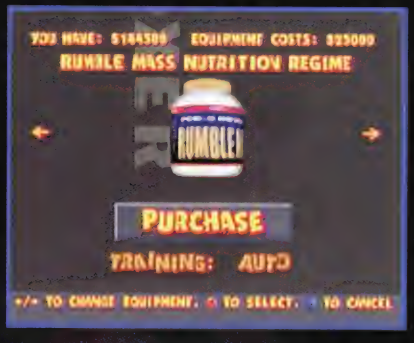
It may be a little on the costly side, but this is where you can increase your stamina and dexterity pretty quickly. There's no technique here. Just make sure you have enough money to buy these energy boosters.

RUMBLE MASS

COST: $25000

INCREASES YOUR STRENGTH AND EXPERIENCE

Need a quick boost of strength? Nothing's better than this weight-gainer. Gulp down a couple of these and you'll be stronger than a certain spinach-eating sailor man. But watch it. These things carry a hefty price tag.



OPENING NEW BOXERS

Each time you defeat the champion in a title fight, you earn the right to build up another boxer. Here's the order you receive them in:

Salua Tua

Angel "Raging" Rivera

Tank Thrasher

Selene Strike

Jet "Iron" Chin

Rocket Samchay

"Furious" Faz Motar

Lulu Valentine

"Big" Willy Johnson

Jimmy Blood

Bruce Blade*

Kemo Claw*

Nat Daddy*

Damien Black / Gino Stiletto / J.R. Flurry*

*To open up the champions, meet the following conditions. Have 13 boxers at bronze to unlock Bruce Blade. Have 14 boxers at silver to unlock Kemo Claw. Have 15 boxers at gold to unlock Nat Daddy. Have all 16 boxers at championship to unlock Damien Black, Gino Stiletto or J.R. Flurry.

CHOOSE YOUR CORNER MAN

Normally, your cornerman — the guy heard but not seen yelling at you during a fight — is randomly selected before match. Using this trick, you can select your own cornerman, at least in Arcade Mode.

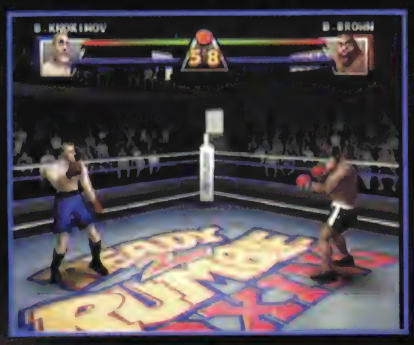
Before you select your boxer in Arcade Mode, hold down the Left High punch button. When you push the D-pad in a specific direction, you've chosen one of five available cornermen. If you hold down the Left High Punch, Low Block and High Block buttons, you'll get a high-pitched version of the Irish guy, making him sound almost like a leprechaun.

ALTERNATE COSTUME

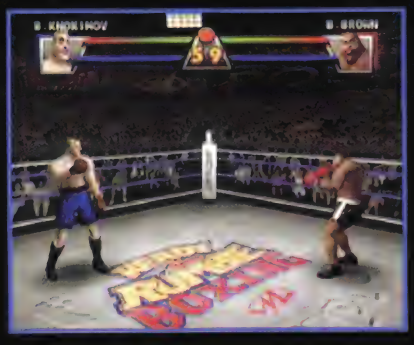
Don't like the Red Trunks of Afro Thunder? Want to put on those cool tie-dyes he's got? In arcade mode, press the Left High punch and Right High Punch buttons together before selecting your boxer. You'll change into that boxer's alternate outfit.

CHOOSE YOUR ARENA

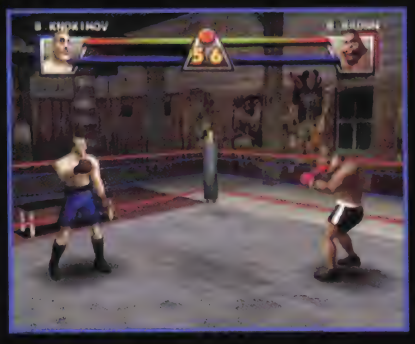
To choose where you fight in arcade mode, you must be in two-player mode. After selecting your boxer, press and hold the High Block , the Low Block, or both buttons to select which arena you'll pummel your opponent in. Both players must hold the same button down for it to work.



LOW BLOCK - Standard sized arena



HIGH BLOCK - Filled-to-capacity (Championship) arena



HIGH BLOCK & LOW BLOCK - Workout gym

NAME YOUR GYM

Enter RUMBLE POWER for the name of your gym, and you'll start out with the Bronze level boxers in your queue of fighters.

Enter RUMBLE BUMBLE for the name of your gym, and you'll start out with the Silver level boxers in your queue of fighters.

Enter MOSMA! for the name of your gym, and all fighters will be accessible in Championship Mode. Doing this will also unlock all but Damien Black in Arcade Mode.

Enter POD 5! for the name of your gym, and all fighters will be accessible in Championship Mode and Arcade Mode.

HOW DID YOU GET STARTED IN YOUR CAREER AS A RING ANNOUNCER?

I started approximately 17 years ago in Atlantic City. I announced many fights there and numerous ESPN fights around the country. I began to do a lot of work in Vegas and have personally announced 19 of Mike Tyson's fights, which created a tremendous amount of publicity during his heyday.

THE TERM "LET'S GET READY TO RUMBLE" HAS LITERALLY BECOME A HOUSEHOLD PHRASE. HOW DID THE TERM COME ABOUT?

Due to the fact that there is a time in the introduction where you lose the excitement of the crowd during the announcement of the names of the judges, timekeeper, promoters, etc., I wanted a hook similar to "Gentlemen start your engines". I wanted to bring them back into the event with as much excitement as possible before the actual event begins. Remember that the "Rumble" is about "the will to win and to perform at your best".

WHAT WAS THE MOST UNIQUE EVENT YOU WERE ASKED TO SAY THE CATCH PHRASE?

A wedding. It was a great compliment to me to have received the request and I was able to appear. It was a grandiose wedding and everyone loved it. I have had many unique requests come into my www.letsrumble.com web site such as bar mitzvahs, birthdays and even Seaworld licensed a special tape to introduce "Shamu, the killer whale" in San Diego.

WHAT WAS YOUR MOST FAVORITE EVENT TO SAY THE PHRASE?

I can't just pin down one event as I have many favorites. Beginning with the E3 show last May to introduce our Ready 2 Rumble Boxing game with Midway to the world. I would have to say the Indy 500 with 350,000+ people attending stands out. A choice few others are the NBA

Championships, the MLB World Series, NHL Stanley Cup and NFL Championship games from the 50 yard line. I am very blessed to have the opportunity to appear at many of the greatest events in sports and entertainment history. I trust there will be many more favorites in the future.

HAVE YOU EVER HAD TO TURN ANYONE DOWN WHO REQUESTED YOU SAY THE PHRASE AT AN EVENT?

Yes. There are certain businesses and events that neither I nor my brother and manager Bruce, who is also my business partner, will associate ourselves with. People will see me in restaurants and post event affairs where I have just finished performing and they will sometimes ask me to say it. I politely decline their request as this is very non-professional thing to do in my position. I save it for the events and as a courtesy to the powers above that pay me for my services.

AT WHAT POINT IN YOUR CAREER DID YOU REALIZE THAT YOU'VE BECOME A CELEBRITY FROM ANNOUNCING A SINGLE PHRASE?

Due to the power of television exposure from the varied sports and entertainment events I have announced over the years, people will recognize me and many times ask for autographs. This is very fulfilling, but I was floored on one special occasion when Mohammed Ali walked over to me to tell me what a big fan of mine he was and that he thought I was "the greatest".

DID YOU HAVE ANY INPUT IN THE GAME "READY 2 RUMBLE" WHEN YOU WERE BROUGHT ON BOARD?

Bruce had been working for some time with Midway and had been in constant communication with Mike Abbot, the Senior VP of Product Development. Bruce and I went down to Midway's San Diego offices whereupon I met everyone and had the first chance to play Ready 2 Rumble Boxing in its mid stages of development. Other than my voice and suggestions in the recording studio, I must give all credit and

kudos to Midway's A-1 top notch development team. I love this game for it's "over the top" NFL Blitz style and am addicted to playing it. This is a game for everyone and playing it on the Sega Dreamcast System is amazing.

IS ONLY YOUR VOICE BEING USED IN THE GAME? DID THE DEVELOPERS MOTION-CAPTURE YOUR BODY ACTIONS WHEN YOU SAY THE PHRASE?

My voice and my body actions are utilized as I announce the opening of every fight. I am proud to be the "Michael Buffer" character in the game.

WHO PICKS YOUR WARDROBE?

I enjoy doing all my own clothes shopping.

HAVE YOU BEEN ASKED TO DO OTHER VOICE OVER WORK THAT DIDN'T INVOLVE SAYING "LET'S GET READY TO RUMBLE?"

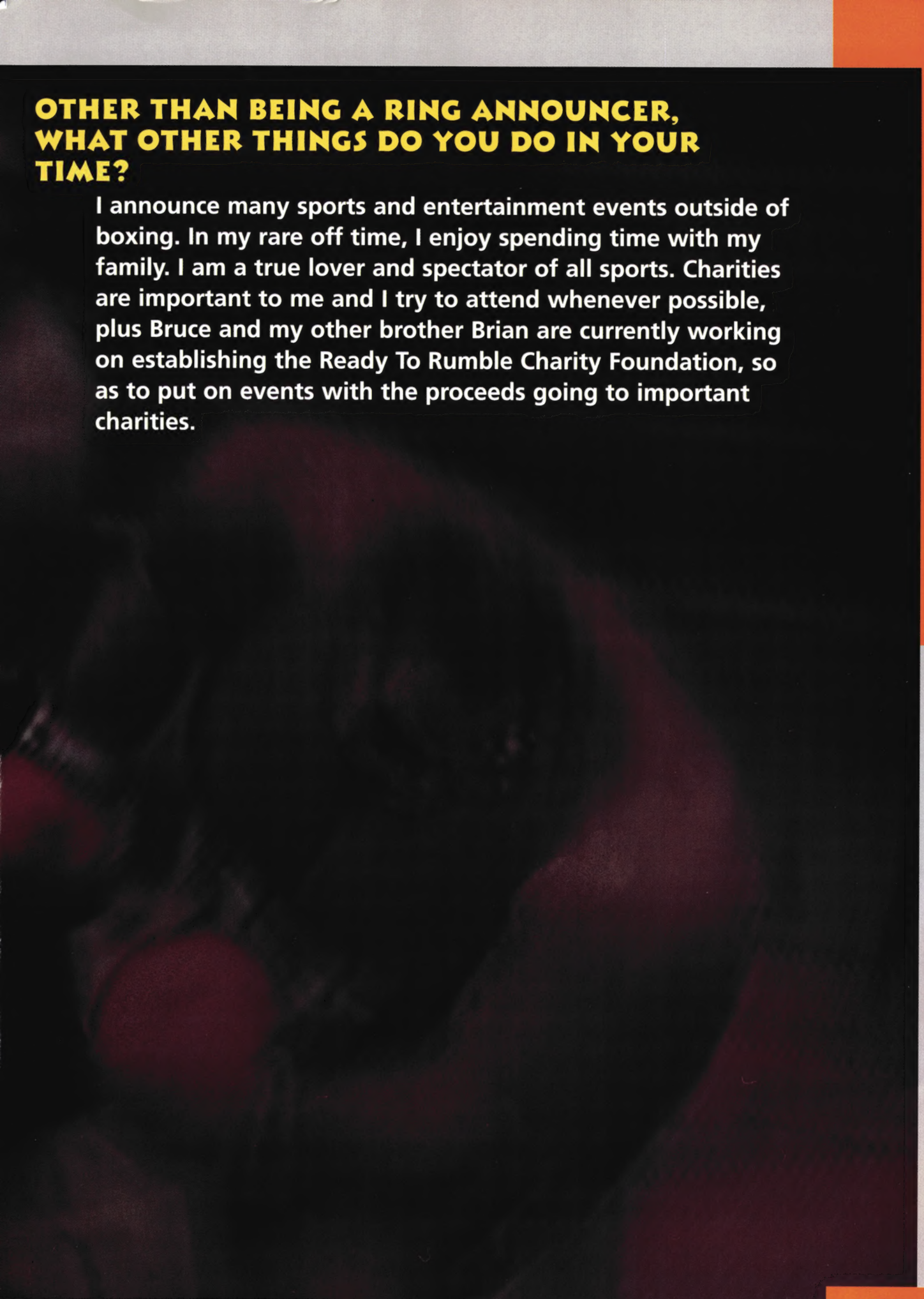
Many times. Three years ago on New Years Eve in Las Vegas on Fox TV I announced the implosion of the old Hacienda Hotel on the Vegas strip with "Lets Get Ready To Crumble!". I have also done various voice over work for TV, movies, radio and many special corporate and private audio recordings.

IS THE PHRASE A TRADEMARK? CAN ANYONE LEGALLY SAY THE PHRASE?

Yes "Let's Get Ready To Rumble™" is a federally registered trademark and no one is allowed to say it other than me. Nor can the printed words or variations thereof be used legally in promotional advertising without a licensed contract done through the offices of Bruce's and my company, the Buffer Partnership.

OTHER THAN BEING A RING ANNOUNCER, WHAT OTHER THINGS DO YOU DO IN YOUR TIME?

I announce many sports and entertainment events outside of boxing. In my rare off time, I enjoy spending time with my family. I am a true lover and spectator of all sports. Charities are important to me and I try to attend whenever possible, plus Bruce and my other brother Brian are currently working on establishing the Ready To Rumble Charity Foundation, so as to put on events with the proceeds going to important charities.

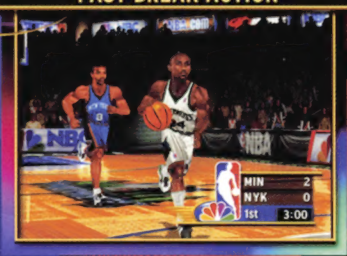


NBA SHOWTIME

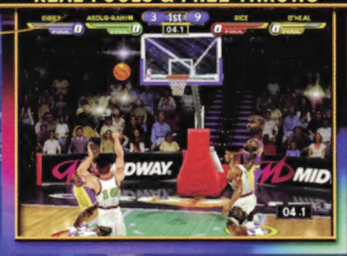
NBA on NBC

BRING IT ON

FAST BREAK ACTION



REAL FOULS & FREE THROWS



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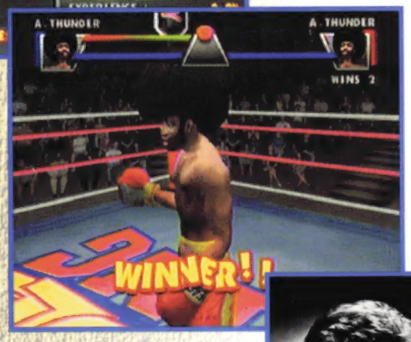

In a game where few rules apply, you'll need all the help you can get! This official guide shows you how to exploit each boxer's unique Special Moves to go from the Bronze Class to the World Title!

All the Moves—All the Boxers

- Basic Moves
- Special Moves
- Rumble Flurry

Championship Mode and Arcade Mode

- Train your boxers to peak condition to win the World Title in Championship Mode!

Secrets!

- Select Your Ring
- Select Your Corner Man
- Open All Boxers—on Every Platform!

Plus: An Interview with Michael "The Voice of Champions™" Buffer!

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